





We are delighted that you have chosen Are The Land Collection for play on your PlayStation game console. We hope that you will continue to enjoy this and all of our games for the PlayStation game console. Due in part to the numerous requests we've had for Strategy/RPG games, this game now rests in your hands. Please continue to tell us what YOU want, because we are always interested in what YOU think of our games and what games YOU would like to see released in this country.

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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PlayStation® Game Console

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Are The Lad Collection disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow onscreen instructions to start a game.



PlayStation® Controller

DUALSHOCK ANALOG CONTROLLER



Directional Buttons Left Analog Stick	 ★ Moves characters on the screen. ★ Moves free cursor on the Battle Screen. ★ Moves cursor on menu items and boxes that 	⊗ Button	Continus menu commands. Initiates conversation with townspeople. Attacks enemies on the battlefield.	
Right Analog Stick	require a response.	L1/R1 Buttons L2/R2 Buttons	Press the L1 and R1 buttons, or the L2 and R2 buttons simultaneously to activate the free cursor during combat.	
Analog Mode Button	★ Enables the use of the Left and Right Analog Sticks, and the L3 and R3 buttons.			
SELECT Button	★ Opens the Options screen during combat.		When the free cursor is active, use either the L1, R1, L2, or R2 button to increase the cur- sor's speed. When pressing down either the L1 or R1 button, use the directional buttons to change the way a character is facing without moving	
START Button	Opens the Character status screen during combut. From the Character status screen, pressing the Start button will open the Accessories screen.			
Button	Opens the Item menu. On the Map screen it opens the Save menu.	Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above:		
■ Button	Returns to the previous screen during menus. Finds a character's turn during combat.			

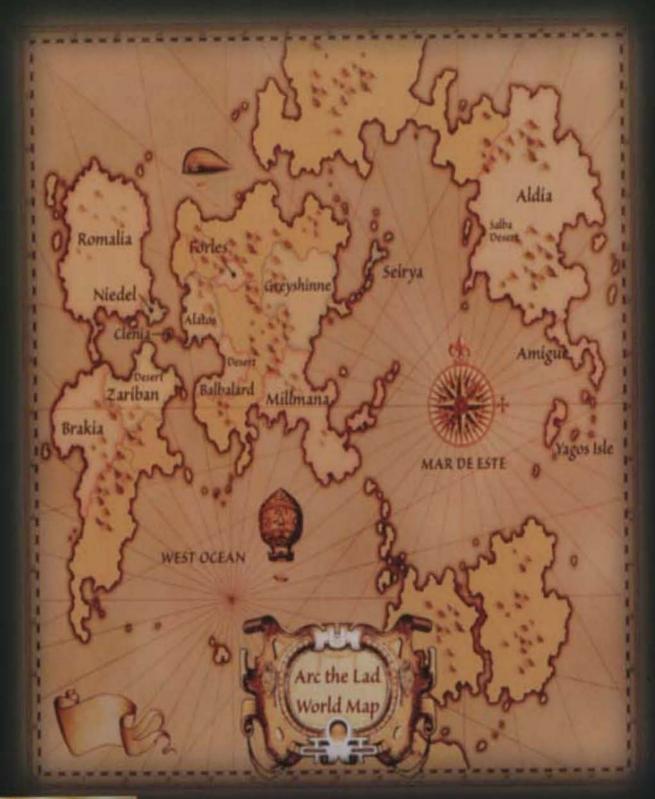
* Opens the Character's Ability ring.

Button

4

PlayStation Game Console

PlayStation® Controller





Cast of Characters



Ten years ago, Arc's father, Yoshua, disappeared during a mysterious and furious storm. Since that day, Archas been obsessed with learning the fate of his father. He has taken to training in preparation for the day he will leave the comfort of his small country home to become a soldier. With strong attacks, good defense, and powerful abilities, he has become a well-balanced fighter. Now, despite his mother's concerns, Arc is about to embark on a journey to learn the fate of his father.

BURN GROUND

Drowns the enemy in molten hot magma.



TOTAL HEALING

Cures the character(s) from most abnormal statuses. Also, restores a portion of their HP. at phenomenal speed.



UM-700 00/2-10/00 00/9-15/00 00/1-12/00 00/2-15/00 00/8-29/00

SLOW FOE

Reduces the enemy character's agility (the speed at which they react during combat). lide with any monster in its path.



UM-4MP UM-5MP CM3-16MP CM1-6MP CM2-9MP CM3-14MP CM1-9MP CM2-14MP CM3-21MP

GALE FLASH

Transient bursts of light pummel the enemy



METEOR SHOWER

An out of control meteorite is about to col-





Kukuru is part of the clan sworn to protect the sacred Flame Cion. Bound by tradition, she will be summoned to Palencia Castle in the new year, to wed the Crown Prince. Urged by the mayor, Kukuru journeys to the top of Mount Cion to extinguish the very flame that she has sworn to protect, in the hope that she will escape the bonds of her clan, as well as her obligation to wed the prince.

ANTIDOTE

becomes poisoned.



DY-SMP DE-SMP IV3-SMP

REFRESHMENT

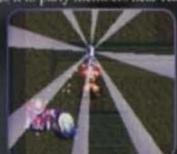
Allows the character(s) to recover from abnormal statuses.



DYS-SMP INS-TEMP INS-18MP

DIVIDE

Steals HP from all enemies in range, and distributes it to party members near Kukuru.



1090-19AP 102-21AP 1V3-32MP

CURE

An effective remedy for anyone that Recovers HP. The amount of HP that can be recovered will increase as she gains levels.



DV1-4MP DV3-8MP LV3-12MP

JUDGMENT DAY

This laser-wielding angel unleashes its vengeance upon the battlefield.



DAT-DUE TAND INS-51 ML DAT-15 MD DE-12 MD INS-52 MD

SILENCER

The enemy will be unable to cast magicjust like taping their mouth shut.



1071-5MP 102-9MP 103-14MP

RESURRECT

Allows dead party members (except Kukuru, DUH!) to return to the battle.



Poco is part of the Palencia Military Corps—the marching band part. During battles, one can usually find Poco cowering in the brush to avoid any confrontations with monsters. However, his abilities play an active part in the power and well-being of the other members of the party during combat. Poco is always the first to remind Arc of the importance of nutrition—mainly the fact that he's always hungry, and feels the need to eat at regularly scheduled times.

BATTLE DRUM

Increases the offensive power of those party members that are close to him.



SPEED OCARINA

After listening to Poco trying to play the ocarina, a character's agility will increase.



009-4009 009-6009 009-9009

ATROPHY HORN

Throws bombs at the enemy that may cause them to experience Darkness.



UM - 12 MP UM2 - 16 MP UM5 - 24 MP UM - S MP UM2 - 12 MP UM3 - 16 MP

HEALING HARP

The soothing sounds of the harp allow HP to be recovered.



UM-SAMP UM2-5AMP UM3-SAMP UM1-SAMP UM2-5AMP UM3-SAMP

LION DRUM

Poco will shoot a powerful wave motion laser at any enemy that is in front of him.



001-N/A 002-12AP 009-15AP 001-10AP 002-14AP 009-13AP

CHEER TRUMPET

After receiving this item from the Water Guardian, Poco will attack foes by using spooks.



SLOW BASS

After a few chords, the enemy's agility will be reduced.



UM-7607 UM2-01607 UM3-07607

SHIFT FLUTE

Forces everyone to face the same direction as Poco. What a useful spell...NOT!





Tosh is a member of the Elite Guard in the town of Palencia. When the Minister evicted the many citizens of the town, protest erupted throughout Palencia. With orders to kill anyone that wouldn't comply with the Minister's orders, the Elite Guard slaughtered many innocent people. Tosh chose to ignore the Minister's orders, and fought to protect the innocent people of Palencia. However, during the skirmish, Tosh's own father was murdered. Blinded by rage, Tosh tried to protect what was left of his clan, but was captured instead. Now, due to his treasonous acts, Tosh sits in a cell below Palencia Castle waiting to learn his terrible fate.

JUBAKUZEN

This basic, yet very effective, sword attack will leave most enemies paralyzed.



OUKA-RAIBAKU-ZEN

This rapid-fire sword attack, complete with cherry blossoms, is Tosh's strongest skill.



10/1-29AD 10/2-52AD 10/3-40AD

SHINKUZEN

Allows Tosh to attack an enemy that is two squares in front of him.



DYI-SAUP DVB-SAUP DVB-12AUP DVI-16AUP DVB-18AUP DVB-20AUP

KOEI-ZEN

Tosh quickly pounces on the enemy with the ferocity of a tiger.



DV1-20 MP DV2-20 MP DV3-28 MP



Over 3,000 years ago, Gogen fought as one of the original seven heroes, in an attempt to save the world. The confrontation climaxed at the Ancient Monolith near the small town of Touvil. As the battle dragged on, it became apparent to Gogen that the only way for good to emerge victorious was for him to seal himself and the enemy in the Illusion World. Due to the length of time he has spent away from humanity, Gogen's brain is a little foggy, but he remains a powerful wizard nonetheless.

EXPLOSION

This spell encloses the enemy in an explosion of flames.



1070-10 MP 1079-16 MP 143-22 MP

WIND SLASH

Gogen whips up a violent windstorm to Fire barrier. Use with Wind Slash or Poco's unleash on any foe.



DAT-18MP DE-29MP DE-52MP DA-18MP DE-20MP DE-50MP

TELEPORT

Moves Gogen, and any ally that is close to him, a few squares from his current location.



CVI-10 MP CVI-15 MP CVI-15 MP

DREAM KNOCK

With a few thumps of his cane, most enemies are off to slumberland.



WI-GMP WE-WMP WE-GMP

HEAT WALL

Lion Drum for added attack power.



DIAMOND DUST

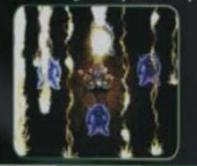
This destructive snowstorm hurls ice shards at the enemy.



10/1-10 MP 10/2-20 MP 1/3-26 MP

THUNDERSTORM

This violent storm unleashes a number of electrical discharges to fry the enemy.



DYT-USAIP DYS-28AIP DYS-58AIP



of his unwavering loyalty, the monks trust Iga to preserve the old ways, train new students, and to protect their sacred temple

SHINGAN HO

spell is used with Taima Kodan.



10/1-2107 10/2-410P 10/3-6MP

RYUSEI BAKU

teaches them all about gravity.



071-9AP 072-19AP 03-21AP

TAIMA KODAN

Shingan Ho mark.



DY1-6AIP DY2-9AIP DY3-19AIP

KISHINRYU EIHA

at the enemy.



091-11 MP 092-50 MP 193-26 MP

SHIPPU GEKISHU

Places a small target on an enemy. This Sends a laser bomb to any foe that has the Iga does a devastating foot sweep to enemies that are standing too close to him.



ON-SAP OR-ISAP OB-ISAP

MESSHO REPPA

After engulfing enemies in a tornado, Iga Iga throws an energized figure of himself Wipes out any enemy if their level is lower than Iga's.



10/1-15 MP 10/2-20 MP 105-50 MP



Chongara is a merchant and a self-titled "adventurer" who scours ancient ruins and searches for long-lost treasures. He has been searching the Forbidden Ruins in Alatos in the hopes of finding a rare item known as the Summon Pot, which is rumored to have the power to summon ethereal Guardian Forces. He knows that Arc is looking for the Light Guardian, and it just so happens that he knows where it resides. However, without the Summon Pot, his lips are sealed.

MOFLY

Besides being a good decoy, Mofly can create floors and walkways.



Ability Make Floor / W1 - GMP

ODON

He can shape-shift to become just like a friend or foe; however, he can't use their abilities.



Ability Transfer / 12/1 - 12 MP

RAI-JIN

Rai-jin and Fu-jin must have an enemy between them before Storm can be used.



Ability Stoom / COVI - SOMP

KELACK

The tiny Kelack can be used to heal HP, and they're pretty ferocious little fighters.



Ability Heal/W1-12MP

HEMO-II

Have the Hemo-ji turn enemies into magic deficient Hemo-jis.



Abilitys Hemoff Pinger / WI - SMP

сноко

This mysterious girl is rumored to be an excellent fighter, but can she be found?



SEARCH

Makes a record in Chongara's Monster



0071-1007 00%-N/A 00%-N/A

FU-JIN

Given to Chongara by the Water Guardian. use him with Rai-jin for a special attack.



Ability Storm / 1970 - 80 MP



To skip the opening animation and proceed to the Title screen. press the START button. The Title screen will display two options: New Game and Continue. If there is no save data present on the memory card, or to start the game over from the beginning, select New Game. Press the x button. The game will start from the beginning.



Continue

played on the screen at a time. may be on the Memory Card.

To continue playing a previously To help differentiate between the saved game, choose Continue, save files, each save file will list then press the x button. The Load the following information: charscreen will then be displayed. acter's current level, game time, Only three save files can be dis- and location of the save. To load the game, move the cursor to Move the cursor up or down to select the desired file. Press the display additional save files that * button. The game will then be loaded.

> Please do not remove the memory card during a save or a load.



Memory Cards

1 and one in MEMORY CARD switch between installed Memory Cards when loading or saving a game.

In Arc I, an empty memory card Also, due to the fact that Arc can store up to fifteen individual Collection uses numbered save save files. Dual memory card file names, we do not recsupport allows the game to recog- ommend that you copy individnize two different memory cards ual saves with the Playstation (one in MEMORY CARD slot Memory Manager, but rather load the save you want to copy. slot 2). The L1 and R1 buttons change the card, and save the





the game.



three main areas: Events, Maps, played, press the directional gets control of the King's airand Battles. In between the buttons to display Arc's current ship, he can then choose which many story events that occur location—which can easily be continent to explore. The World during the game, the Map located by the flashing color. Map will display the continents screen will be displayed. This The name of the currently that Arc is allowed to visit. screen can be used to select selected location will also be Move the cursor to select which new areas to explore, return to displayed on the map. Use continent to explore. Press the previous locations, and to save the directional buttons to select * button. The airship will then will travel to that area.



And the Ladine is divided into Once the Map screen is dis- Later in the game, when Arc which location to visit. Once a travel to that location. After decision has been made, press arriving, Arc and his companthe x button. Sometimes a ions will once again go to the reminder to save the game will Map screen. From the Map be displayed; otherwise. Arc screen, choose which location to explore.



save the game will be displayed upon exiting the Map screen; or, between Memory Cards. by simply pressing the button on the Map screen.

save before exiting the Map screen when exploring new areas.



The Save screen can only be Once the Save screen is dis- To save the game, simply press accessed via the Map screen. played, use the cursor to select the value. The game will There are two ways to access a data slot in which to save the automatically be saved. the Save screen: If the Confirm game. To access other save files, Save option is set to On at the move the cursor up or down to CAUTION: Before pressing the Options screen, a reminder to display additional save files, or * button to save the game, use the L1 or R1 buttons to switch make sure that it is okay to

same save location can be unwise. immediately saved in that data It is generally a good idea to Make it a habit to save in other file—there will be no confirsave slots. This will make it mation window (i.e. a yes or no easier to go back to a previously option). saved location in the game.



save in that location. Once the * button is pressed to save Note: Always saving over the the game, the game will be

macter Status Screen

The Character Status screen can be accessed from the Battle screen by pressing the START button. This Status screen will display important information regarding a character.



Character

A picture of the character will be displayed above their name.

Accessories

Displays what accessories the character has equipped. Each character can equip a maximum of four accessories. To view what accessories are equipped, press the START button to bring up the Accessories screen. Next, use the cursor to highlight an accessory. To view the item's description, press the button.

Level

Character's current level. As the character gains experience points, their level will increase.

Range

The distance a character can move during combat. The higher the value, the greater the distance they can move during their turn.

9 5 **Hit Points**

The character's current and maximum number of hit points (Current HP/Max HP). When a character's HP reaches zero (0), the character will be removed from the Battle screen. Pay close attention to HP! The key to winning is to keep ALL of the characters alive during the many battles.

Magic Points

The character's current/maximum number of magic points (MP). When their MP becomes zero (0), the character will be unable to use their special abilities

Attack

The strength of a character's attack. As their attack power increases, so will the strength of their attacks. If an accessory increases the level of attack, one or more small dots will appear next to the number.

\$ 8 Magic

The character's ability to use magic. Their magic abilities will become more effective as this value increases. If an equipped item increases their magic ability, one or more small dots will appear next to the number.

Defense

The character's ability to defend against enemy attacks. As their defensive ability increases, they will receive less damage when attacked. If an equipped item increases their defensive ability, one or more small dots will appear next to the number.

Agility

Character's reaction speed. As the character's agility increases, they will react faster during combat and be able to move sooner. If an equipped item increases their agility, one or more small dots will appear next to the number.

11 Experience Points

The number on the left displays the current experience points, and the number on the right displays the number of points needed to raise to the next level. The more levels ties. gained, the stronger they will become during combat.

The character will receive experience points when they attack, counterattack, defend, or use magic.

Jump Level

The character's ability to jump over obstacles. As this value increases, the character will gain the ability to jump over obstacles on the Battle screen.

Throw Level

Character's ability to throw items. As their ability increases, they will be able to cause more damage when items are thrown at enemies.

X 14 Counterattack Level

Character's ability to counter an enemy's attack. As the character's counterattack ability increases, they will gain side and rear counterattack abili-

Catch Level

The character's ability to catch items. As this ability increases, the character will then be able to catch items that are thrown at them. The character may keep the item, or they might throw it back at the enemy.

haracter Status Screen



When exiting the Map screen, When the START button is and before the Battle screen is pressed once, not only will the loaded, it is possible to adjust the Character Status screen be discharacters' equipment. To adjust played, but also their abilities. the characters' equipment, select Yes. Press the * button. The Accessories screen will be displayed. To cancel and proceed directly to the Battle screen, select No. The battle will begin.

During a battle, the Accessories screen can be accessed by pressing the START button twice.



The character's abilities can be arranged on this screen. To rearrange one of the character's abilities, move the cursor to select which ability to relocate. Press the & button. Next, move the cursor to the desired location on the Ability Ring. Press the * button. The ability will be moved to that location.



When the Accessories screen is displayed, accessories can be equipped or unequipped. To equip or unequip an item, select the accessory slot, then press the button. Once the cursor is located on the Accessories screen. move the cursor to select which accessory will be equipped. Press the subutton. The item will be equipped. If you are replacing an existing item, that item will be unequipped first.

Before equipping, hold down the button to view a brief description of the accessory.



removed.



To unequip an accessory from Once the equipment has been the character's inventory, move set up as you please, press the the cursor to select the acces- button. To confirm the decisory. Press the x button. When sion to leave the Accessories the cursor is on the Accessories screen, select Yes, then press the screen, move the cursor to an * button. The Battle screen will empty area, and press the x then be loaded. To cancel and button. The accessory will be return to the Character's Accessories window, select No, then press the * button.



When the Character Status screen is displayed, use the L1, L2, R1, and R2 buttons to switch between characters. Only the status of the other characters can be viewed; they will not be allowed to enter the Accessories screen.

Remember: Only the Character Status screen can be viewed when it is not a displayed character's turn.



characters and enemies will be around the screen, it is possible to displayed. To scroll around the view their current/maximum HP and R1 buttons to display the character has been selected, their next to each. free cursor. Now, use the directional buttons to move around the screen. To move faster, hold down the L1 or R1 button.

Move the cursor to an enemy to view its name. When it's moved to a character, their name and stats can be displayed.



HP and MP will be displayed.

Once a character's HP reaches zero (0), they will be removed from the Battle screen. Also, when their MP reaches zero (0). they will be unable to cast spells. Remember to pay close attention to these stats!



On the Battle screen, all of the When moving the characters At the end of each battle, the Result screen will be displayed. All of the characters in the party screen, hold down both the L1 and MP. A few seconds after the are shown here with two icons



Number of kills.



Experience gained.

All of the items collected during battle will be displayed at the bottom of the screen.



to normal status, raise their abilities, cause damage to the enemy, or diminish an enemy's abilities.

When an item is highlighted, its name and quantity will be displayed in a text box. Hold down the button to view a brief description of the item.



Access the Item screen during To use an item on a character, To use an item on an enemy, combat by pressing the button. move the cursor to select an move the cursor to select an item. Items can be used to recover a item. Press the x button. The Press the x button. Now, move character's HP/MP, return them cursor will then be placed on the the cursor to select the enemy. character. To have the character Press the x button. The character ter use the item on themselves, will throw the item at the enemy. simply press the * button. The character will then use that Be careful when selecting items,

> To use an item to benefit another party member, move the cursor to the desired character. Press the x button. The character will throw the item to the party member.



as some will harm or even kill party members. That's why it's always important to read the description of the item before using it. Remember, safety first.

CONFIGURATION		
Vibration	On	Off
Sound	Stereo	Mono
Message speed	Normal	Fast
Battle voices	On	Off
Confirm save	On	Off
Confirm setup	On	Off
Confirm finish	On	Off
Help window	Qn.	Off
Open Chongara's	Monster	Book

During the Battle screen, press the SELECT button to access the Options screen. To change any of these options, use the directional buttons to select a setting. There are nine different options described on this page: Vibration, Sound, Message speed, Battle voices. Confirm save. Confirm setup, Confirm finish, Help window, and Open Chongara's Monster Book.

Vibration

Turns on or off the vibration for the DUALSHOCK® analog controller.

Message speed

The speed at which text is displayed. Choose Normal or Fast.

Confirm save



If this option is set to On then a confirmation box to save the game will be

displayed before going into combat. The player will then be able to save the game before leaving the Map screen. Choose Yes to enter If the option is set to Off, then the the Save screen, or choose No to equipment setup box will not be exit the Map screen and enter into displayed before battles. combat.

If this option is set to Off, there will be no option to save the game upon exiting the Map screen.

Sound

Determines how the audio is set up. Choose either Stereo or Mono.

Battle voices

Turn on or off battle voices.

Confirm setup



If this option is set to On, the player will be prompted to set up equipment

for the characters before engaging in combat.

Confirm finish



If this option is set to On, then a confirmation box will appear before ending each

character's turn in battle.

If it is set to Off, then the confirmation box to end the character's turn will not be displayed.

Help window

Turn on or off the help window during the different menu screens.

Open Chongara's Monster Book



Once Chongara joins the party, this Next, use the up and down directional option will be displayed. Chongara starts the game with a spell called Search. When Chongara uses this spell on a character or enemy, he discovers information about them. Once Chongara casts this spell, keep pressing the * button until all of the information has been transcribed into his book.

To view the information, select *Open* Chongara's Monster Book on the Configuration screen. Press the * press the * button. button.



buttons to scroll through the monsters that have been searched. The selected monster (written in orange letters) will display the following information: their original stats, the items they may carry, abilities, losses (number of times this type of monster has been destroyed), and wins (number of times the monster has defeated one of the party members). To exit Chongara's Monster Book and return to the Configuration screen.

Character Status



During a battle, a character can be in the following statuses: Good, Stone, Paralysis, Poison, Sleep, Darkness, Silent, and Hemo-ji.

A character can be cured from these various statuses by using different items. For example, use Cure-All to heal a character from the following statuses: Paralysis, Poison, Sleep, Darkness, and Hemo-ji. Check an item's description to see what status it will cure.



Character Status

Good



Character status is normal.

Sleep



Napping. The character will be unable to do anything until they are awakened.

Stone



Turned to stone.

The character will be unable to do anything until they are healed.

Darkness



In a mental fog. The character's attack power will be reduced.

Paralysis



Cannot move. The character will be unable to do anything until they are healed.

Silent



The character has been silenced and will be unable to use any of their abilities.

Poison

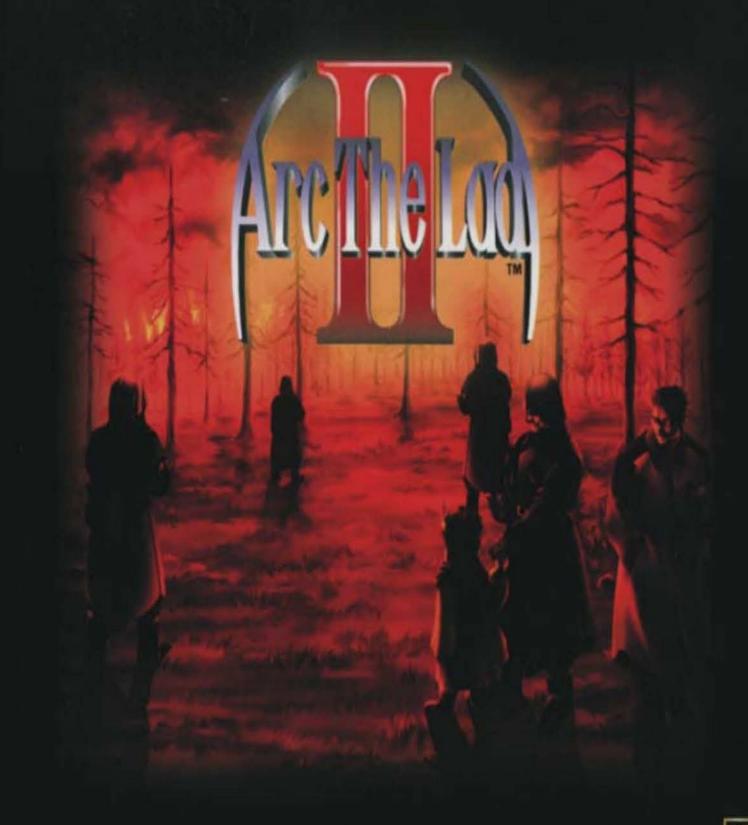


In this weakened state, the character will slowly lose HP.

Hemo-ji



When a character becomes a Hemo-ji, they will lose both strength and the use of their abilities.



layStation® Controller

DULALSHOCK ANALOG CONTROLLER

L2 Button L1 Button **SELECT Button** SONY Directional Buttons

R2 Button R1 Button

Button

Button

Button

* Button

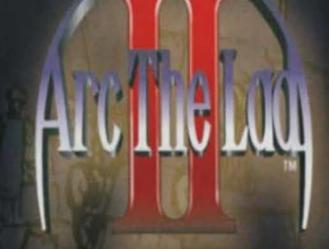
Right Analog Stick/R3 Button

START Button

Left Analog Stick/L3 Button Analog Mode Button

Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.





Directional Buttons	* Moves characters on the screen.	
Left Analog Stick	★ Moves free cursor on the Battle Screen.	
Right Analog Stick	 Moves cursor on menu items and boxes that require a response. 	
Analog Mode Button	 Enables the use of the Left and Right Analog Sticks, and the L3 and R3 buttons. 	
SELECT Button	* Opens the Options screen.	
	* Pauses the game.	_
START Button	 ★ Confirms the set up of the Battle party. ★ Opens the Sort menu on the character and item lists. 	Ī
ries .		
• Button	* Opens the Game/Battle menu.	
Button	* Returns to the previous screen during menus.	
■ Button	* Ends a character's turn during combat.	
Button	* Displays the character's abilities during combut.	

* Confirms menu commands. * Initiates conversation with townspeople.

Attacks enemies on the battlefield

activate the free cursor during combat. # When the free cursor is active, use either the L1 or R1 button to speed up the cursor.

> # When pressing down either the L1 or R1 button, use the directional buttons to change the way a character is facing without moving them during combat.

* Press the L1 and R1 buttons simultaneously to

* Abilities can be programmed into either the L2 or R2 button.

> * Use either the L2 or R2 button to switch between characters in towns.

2/R2 Buttons

I/R1 Buttons

PlayStation® Controller

Cast of Characters



Elc is the last of the Pyrenians, an ancient tribe that had the ability to summon and manipulate flame. While Arc was still a child in Touvil, a small child named Elc watched as the Silver Noah launched a vicious assault that destroyed his entire village. During the raid, Elc was captured and sent to a place codenamed White House for further studies. A Hunter known as Shu rescued Elc in the forest near White House, and took him in. While under Shu's care, Elc was taught many battle and survival techniques. Even now, Elc is still haunted by nightmares of his time at White House. As this chapter begins, he is about to take an assignment that will force him to confront all that he's struggled to forget.

FIRE STORM

Turns the enemy into a crispy critter.



W1-6MP W2-19MP W5-20MP

RETALIATION

Increases counterattack for any party member that is within range.



UV1-200P UV2-400P UV5-500P

INVINCIBLE

In this state, Ele will not receive damage from the enemy.



FIRE SHIELD

Protects all party members within range from | Increases Elc's attack power.



W1-500P W2-900P W3-2800P

MIGHT MIND

Increases effectiveness of a character's abilities.



1971-2 MP 1972-4 MP 1978-5 MP 1971-4 MP 1972-5 MP 1975-15 MP

EXPLOSION

Creates a fiery explosion that causes damage to the enemy.



UM-8AAP UM-29AAP UM-72AAP UM-10AAP UM-20AAP UM-40AAP

CHARGE



071-2007 0072-N/A 0073-N/A

EXPAND RANGE

Increases the range for any party member within range.



Cast of Characters





Born into a tribe of Beasttalkers that can communicate with monsters, Lieza has spent most of her life on an isolated plateau, away from other humans, and raised by her grandfather, Joseph. Her grandfather was painfully aware of the gift that his granddaughter possessed, and of the scorn it might bring if exposed to the outside world. Instilling his own fears into her, he's taught Lieza that people kill what they fear and don't understand. Unfortunately, in the case of Romalia, that's true, but only after they've harnessed her power for use in their mysterious Chimera program.

SEARCH

Searches enemies and records the findings in Chongara's Monster Book.



DYS-DAY DE-TAY WE-2MP

GRAND SHIELD

Provides earthquake protection to any party member within range.



DVI-SAMP DVS-DAMP LVS-28 MP

SPINSTER

Spinning like a hurricane, Lieza can level Captures monsters. These monsters can surrounding enemies.



1001-800P 1002-1600P 103-32.00P

POWER LOSS

Decreases the enemy's attack power.



ON-SMP WE-GMP WS-12MP

WEAKNESS

This light ring weakens the enemy.



DM-6MP DE-TEMP DE-24MP

RAVISH

then be used in combat.



DAT-16 AND WE-STAND W3-96 MP

CURE

Heals the HP of any party member within



W1-7KP W2-19KP W3-28MP

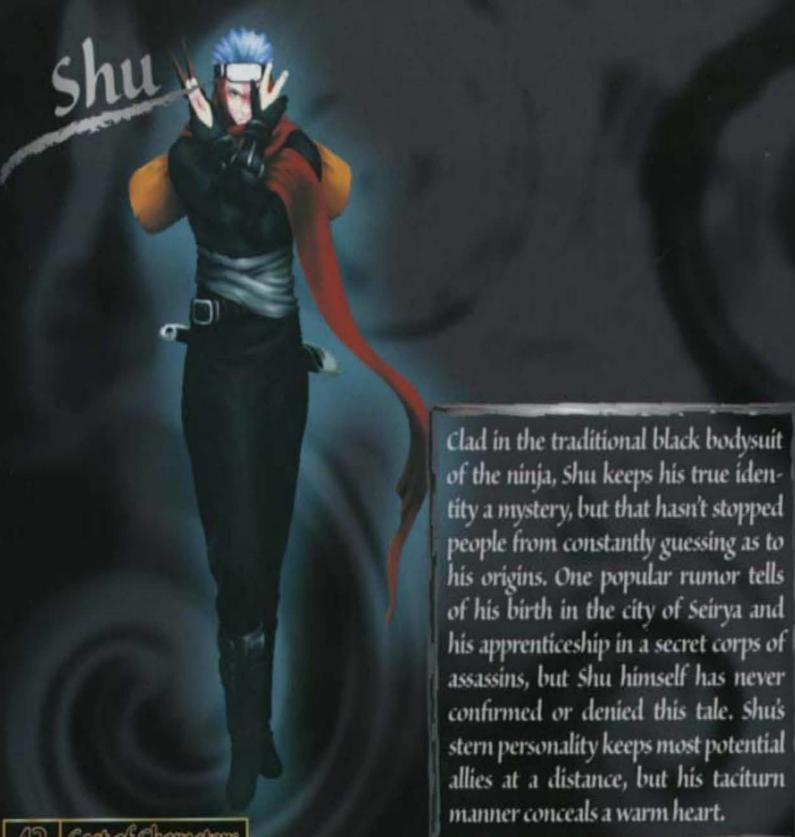
EARTHQUAKE

Causes a rock pillar to smash into an unsuspecting monster.



DM-10MP DV3-20MP DV3-40MP

Cast of Characters 41



STEAL

Shu will try to steal any items that the enemy might be carrying.



DM-AMP DM-SMP DM-16MP

SPEED UP

within range.



UM-SMP UNS-SMP UNS-SMP

RANDOM ATTACK

Creates an all-weapon multi-attack on any enemy standing too close to Shu.



DM-SMF DW-16MF DB-32MF DM-SMF DW-16MF DW-32MF

PLASMA SHOCK

Causes the enemy to temporarily experience | Protects the party from storm attacks a decrease in their defensive power.



DI-AMP DE-SMP DE-16MP

SCAPEGOAT

Increases the agility of any party member | Shu will receive damage meant for another party member.



LM-2MP LW2-3MP LV3-8MP

WIND SLASH

Creates a destructive wind attack that will level the enemy.



WIND SHIELD



DYI-SMP UN-DMP IVS-18MP

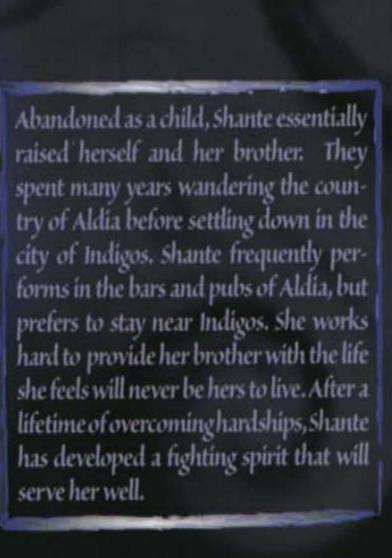
TIME BOMB

Watch out! When this bomb explodes anyone standing too close will receive damage.



OVI-SMP OVI-13MP OVI-SPAND

Shante



CURE

Restores hit points to party members.



UM-7AD UZ-19AD UZ-23AD

REFRESH

Returns characters to their normal state.



UVI-AMP DVS-SMP DVS-16MP

DIAMOND DUST

Hammers the enemy with destructive ice shards.



W1-5MP W2-15MP W5-52MP

SILENT

Renders the enemy mute. In this state, they will not be able to use their abilities.



077-4MP 072-8MP 078-16MP

DISPEL

Puts enemy souls to rest.



W1-8AP W2-29AP W5-72AP

RESURRECTION

Allows defeated party members to return to battle.



COM-16MP CO2-91MP COB-93MP

ICE SHIELD

Lowers the damage received when the enemy uses water magic.



10/1-5 AND 10/2-9 AND 10/5-23 AND

DIVIDE

Steals HP from all enemies in range, and distributes it to party members near Shante.



DM-12AP DM-29AP DM-48AP

Cast of Characters



Gruga was 23 years old when he assumed leadership of Brakia, a colony of Niedel. Brakia declared a war of independence against Niedel, and as the battle raged on for years, Gruga became increasingly depressed at the mounting casualties on both sides of the conflict. The depression eventually drove Gruga to abandon his position. He now lives with his adopted daughter Elena, whose parents were killed in the war.

GRUGA CHARGE

He will cause more damage to the enemy when he uses his normal attack



ROLLING SABOT

This centrifugal-force kick will damage any enemy standing too close to Gruga.



UM-SAN UN2-15AN UN5-52AN UN1-4AN UN2-SAN UN2-16AN

GRUGA SPECIAL

After chucking an enemy into the air, Gruga patiently waits for them to land.



UM - 12 AND UM2 - 24 AND UM5 - 48 AND UM1 - 10 AND UM2 - 20 AND UM5 - 40 AND

GRUGA TACKLE

If there is a space around the enemy, Gruga will tackle them into the next square.



U/1-10 MP U/2-20 MP U/3-40 MP

DISTRACT RANGE

Decreases the range of the enemy.



SUPER NOVA

This brilliant flash of light damages all enemies within range.



CONFUSION

This storm will put any enemy into a state of confusion.



W1-8AP W2-16AP W3-32AP

EXTRACT

Causes an explosion that will damage any enemy within range.



UV1-8100 UV2-16100 UV8-52100

Cast of Characters



Diekbeck is a mechanical life form that was created in the Ancient Age, and sealed deep within the mysterious ruins on Yagos Isle. Who built this machine and for what purpose is still unknown. Legend has it that the Power Units used to run Diekbeck were scattered throughout the world. Dr. Vilmer is obsessed with finding Diekbeck to make him operational once more.

CHARGE

This ability is found in Power Unit 00. Raises Diek's attack ability.



1071-2007 1072-N/A 1075-N/A 1071-2007 1072-2007 1073-N/A

DIAMOND DUST

This ability is found in Power Unit 02. Hits the enemy with an ice crystal attack.



FIRE BREATH

This ability is found in Power Unit 03. Diek will blast the enemy with his fiery breath.



1091-SAMP 1092-115AMP 1099-N/A

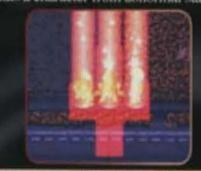
GRAND SHIELD

This ability is found in Power Unit 01 Provides earthquake protection.



REFRESH

This ability is found in Power Unit 02. Heals a character from abnormal statuses.



UM-SAF UM-16AF UM-N/A UM-AAF UM-SAF UM-SAF UM-SAF UM-SAF UM-SAF UM-N/A

MUD STORM

This ability is found in Power Unit 01. Hurls rocks at unsuspecting foes.



DY1-SAMP DY2-16AMP DYS-RVA

FIRE SHIELD

This ability is found in Power Unit 03. Provides fire protection for anyone within range.





When the King and Queen of Millmana met their untimely ends at the hands of monsters, their only daughter, Sania, was able to escape to the neighboring country of Greyshinne. Scarred by the memory of that attack, she has vowed to avenge the death of her parents. Until that day of reckoning arrives, she spends her free time honing her mental abilities and training in the art of war.

SHUFFLE SHOT

This cursed card attack causes damage to any enemy that is in range.



071-10AT 072-20AT 075-40AT

DARK SHIELD

Offers protection from Dark-attribute abil-



DM-2009 D/2-9009 D/2-20009

DARK DESTRUCTOR

Sania summons the Dark Destructor to consume the enemy.



071-16AIP 072-51AIP 073-53AIP 071-0AIP 072-1AIP 075-2AIP

X-CRYTE

Transfers the damage that Sania receives to The target's fate is decided by one roll of the enemy that is affected by this ability.



UN-SAP UN-16AP UN-12AP

TRANS ENEMY

Teleports an enemy to a new location on Transfers Sania's turn to another party the battlefield.



UN-GAIP UN2-12AIF UN3-29AIF

ROB MIND

Allows the enemy's magic points to be transferred to party members within range.



RANDOM DICE

the dice.



D71-10 MP D72-20 MP D75-40 MP

TRANSFER

member.



DY1-0AIP DY2-1AIP DY5-2AIP

Cast of Characters 51





To skip the opening animation and proceed to the Title screen, press the START button. The Title screen will display three available options: New Game, Continue, and Convert.

If there is no save data present on the memory card, or to start the game over from the beginning, select New Game. Press the x button. The game will start from the beginning.



Continue

Load screen will be displayed. Only three save files can be displayed on the screen at a time. Move the cursor up or down to display additional save files.

To continue playing a previ- To help differentiate between ously saved game, choose Con- save files, each save file will list tinue. Press the * button. The the game time and save location. To load the game, move the cursor to select the desired file. Press the x button. The game will be loaded.

> Please do not remove the memory card during a save or a load.



Convert

Use the Convert option to import To convert the data, select Con- An empty memory card can verted.

Note: In order to convert a save file, the file has to be at the end of Arc I.

Arc I save data into Arc II. vert. Press the store up to seven individual Converting save data will unlock Convert screen will be disspecial events that are ONLY played. Next, move the cursor support allows the game to recavailable when save data is con- to select a file to convert. Press ognize two different memory the * button. The save file will cards (one in MEMORY CARD be converted, and the game will

> Note: Arc II requires 2 free blocks to save the game. Before converting data, make sure that there is enough room on the memory card to save the game.



Memory Cards

save files. Dual memory card slot I and one in MEMORY CARD slot 2). Use the L1 or R1 buttons to switch between memory cards when loading or saving a game.



to explore, or to return to previous areas.

On the Map screen, press the button to access the Game menu. or use the SELECT button to access the Option screen.





Asse the Lad III is divided into Once the Map screen is dis- Later in the game, when Elc gets three main areas: Events, Maps, played, the current location of control of his airship, he will then When leaving the character will be displayed. be allowed to choose which contowns or other areas, the Map Move the character to another tinent to explore. The World Map screen will be displayed. Use area by means of the directional this screen to select new areas buttons. To enter this area, press Elc is allowed to visit. Move the the * button. To confirm this cursor to select which continent decision, select Yes. The character will then enter that area. The airship will then travel to To cancel and stay on the Map screen, select No.

> More locations will become available as the game progresses, so make it a habit to search the entire map for new areas.

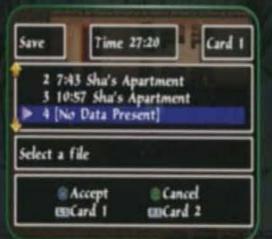


will display the continents that to explore. Press the * button. that location. After arriving, the Map screen will once again be displayed. From the Map screen, choose which area to enter.



The way to save a game is by writing in journal books located tions.

button when the character is use the L1 or R1 buttons to switch make sure that it is okay to save standing in front of the journal. The book will open and a confirmation message will be dis- Note: Don't always save over the played. To confirm the decision same save slot. Make it a habit to save the game, select Yes. The to save in other save slots. This save screen will be displayed. To will make it easier to go back to mation window (i.e. a yes or no cancel and return to the game, a previously saved location in the option). select No.



played, use the cursor to select the * button. The game will at Inns and other various loca- a data slot in which to save the automatically be saved. game. To access other save files. move the cursor up or down to CAUTION: Before pressing the between memory cards.



Once the Save screen is dis- To save the game, simply press

To save the game, press the display additional save files, or * button to save the game, in that save slot. Once the * button is pressed to save the game, the game will be immediately saved in that data file—there will be no confir-

tame Menu



To access the Game menu, press the button. The actual game time will be displayed above the Game menu. Note that the game timer will be paused when the menu is loaded. The Game menu displays the following options: Items, Equip, Status, Monsters, Restart, and Options.

If the game is left on this screen, a screen saver will automatically dim the screen after a brief period of time has passed. Press any button to exit the dimmed mode.



Items

Item management. All of the characters share a common inventory in which their items will be stored. The Item menu has two options: Use and Drop.

When items cannot be used or dropped, their option will be grayed out.

To change the appearance of the Item menu, press the L1 or R1 button.

Item Window

Displays all of the items in the characters' inventory.

Item Name

Displays the name of the item.

Item Description

The description on the left shows what effect the item will have when it is used or thrown during combat. The description on the right shows what effect, if any, the item will have when it is equipped to a character.

Items (continued)

Attribute

Indicates whether an item has any special attributes. Items may have the following attributes: Earth, Fire, Light, Dark, Wind, or Water. Note: Some items will not have attributes.

Item Level

The left number displays the item's current level. The right number displays the maximum level the item can reach when it's equipped.

ATK/DEF

Displays the attack (ATK) or defense (DEF) points the character will gain by equipping the item. The left number displays the item's current level. The right number displays the maximum level the item can reach.



Using Items

To use an item, move the cursor to select an item, then press the ters' inventory, move the cursor * button. The Character window to select an item. Once an item will then be displayed. Move the has been selected, press the . cursor to select which character will use the item. Press the * button. The character will then Press the * button. The item use the item.



Dropping Items

To drop an item from the characbutton. To confirm the decision to drop the item, choose Drop. will be dropped. To keep the item, select Cancel. Press the x button. The item will not be discarded.

Items (continued)



Arranging Items

Items that are in the characters' inventory can be sorted into four groups: Kind, Price, Level, and Name. The items will be sorted according to which group is listed in the top box.

To arrange the items, press the START button when the Items screen is displayed. Next, move the cursor to select the order in which the items are to be sorted. Press the * button. The items will then be sorted in the manner selected.



a Rage Life Nat Magic Apple Fall Power Fruit Use 5 Drop

Changing Appearances

A Rage Life Nut Increase Max HP

The appearance of the Item menu can be changed by pressing either the L1 or R1 button.



Attributes of Items

Many of the items possess special attributes that can have an effect on a character's normal stats. These attributes will be displayed in the form of icons.

Equip



Equip Screen

Equip or remove weapons, armor, or items. Each character can equip up to three different items: one weapon and two accessories.

Note: Captured monsters are only allowed to equip one weapon. Most are not allowed to equip accessories.

Equip Window

Displays which items are equipped, a picture of the character, and the character stats.

Inventory Window

Lists which items can be equipped to the character. Items that are written in gray letters cannot be equipped.

3 Item Window

Describes the item. This window will display an item's name, attribute (if any), its stats, the effect the item will have when it is thrown, and what effect, if any, the item will have on the character when it's equipped.

Equip (continued)





Equip

After selecting *Equip* from the Game menu, the Character screen will be displayed. Next, move the cursor to select a character. Press the * button. The Equip screen will be displayed.

Move the cursor up or down to select what piece of equipment that character will equip or change. Press the * button. The cursor will be placed in the Item window.

Next, move the cursor in the Item window to select an item to equip. When highlighting different items, pay attention to the character's stats. The effect that the item will have will be displayed. Red arrows pointing up indicate a good change. Blue arrows pointing down indicate a bad change.

After choosing an item, press the * button. The item will be equipped to the character.



Remove

When the Equip screen is displayed, it is easy to remove items that are equipped to a character by simply pressing the button. The item will be removed from the character and placed back into the characters' inventory.

Equip (continued)



Arranging Characters

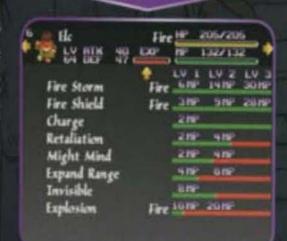
Party members can be sorted by one of the following seven parameters: Number (default setting), Level, Offense, Defense, Magic, Agility, and Name.

To arrange the party members, press the START button when the Character screen is displayed. Next, move the cursor to select a group. Press the * button. The characters will be sorted by that group. Note: Party members are sorted the same way for Equip, Status, and Monsters options.

Status







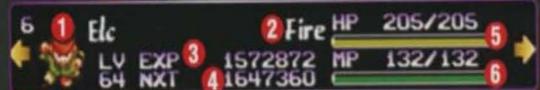
Character's current condition.

After selecting Status from the Game menu, the Character screen will be displayed. If this option is selected during battle, the enemies (after they've been encountered) will also be listed; however, their information is not always known.

After choosing a character, press the x button. The Character Status screen (the middle screen shot) will be displayed. Pressing up on the directional button will display the Character Abnormal Status screen (the top screen shot). Pressing down on the directional buttons will display the Character Abilities screen (the bottom screen shot). These three status screens will be described on the following pages.

Status—Character Status Screen





Character Status Window

1 Character Data

Displays an image of the character, the character's name, and their current level.

2 Attribute

Shows which attribute the character possesses (if any): Dark, Earth, Fire, Light, Water, or Wind.

3 Exp

Experience points. Displays the current number of experience points the character has received.



Nxt

Next. Displays the number of experience points the character must receive before they will reach the next level.

5 HP

Hit points. Current/maximum number of hit points. When the character's HP reaches zero, they will be removed from the battlefield.

6 MP

Magic points. Current/maximum number of magic points. When their MP reaches zero, they will be unable to use any of their abilities.

2 Weapons

A list of the weapon types that can be equipped to the character will be displayed. Below each weapon will be a power bar. When the power bar becomes full, it will gain a level. The weapon's current level will be displayed at the end of the power bar. The stars at the end of the bar graphically represent the weapon's level. Each small star represents two levels. Each big star represents fifteen levels.

3 Charge

Increases attack strength. Some characters have magic abilities that will increase their charge value. The current/maximum value of the charge will be displayed. The charge attack is good for only one round of combat. After the character attacks, the value will reset to zero (0).

4 Equipment

Displays what items are currently equipped to the character.

Status—Character Status Screen (continued)

5 Nol Skill

After receiving Nol's Crystal, every time an enemy is destroyed, the player will receive Nol skill points. These points can later be used to upgrade monsters with Mother Claire's help.

6 Wealth

The amount of Goz (money) collected.

7 Status

On the character stats, the number on the left shows their level without equipped items. The number on the right displays the value that items or magic abilities will add to their level.

1 Attack	29+ 11
2 Defense	29+ 18
3 Magic	28+ 0
4 Agility	16+ 2
6 Throw	2+0
6 Counter	2+0
7 Range	4+0
8 Catch	2+0
(9 Jamp	2+0

1 Attack

The character's attack power. As their attack power increases, so will the strength of their attacks.

2 Defense

The character's defensive power. As the character's defense continues to increase, they will receive less damage from enemy attacks.

Magic

Character's magic ability. Their magic abilities will become more effective as this value increases.

Agility

The higher the value, the sooner the character will be allowed to move during combat.

5 Throw

The character's ability to throw items. As their throw level increases, the range and the effectiveness of the throw will be increased.

6 Counter

Character's ability to counterattack. When the character's counterattack level reaches two (2), the character can counterattack from all directions. Character will inflict more damage as their counterattack level increases.

Range

The distance a character can move during combat. The higher the value, the greater the distance they'll be able to move.

8 Catch

The character's ability to catch items. As this ability increases, the character will be able to catch the item and throw it back.

Jump

The character's ability to jump over obstacles on the battlefield. As the value increases, the character will be able to jump over obstacles.

Status—Character Abnormal Status Screen (continued)



Character Abnormal Status Screen

1 Character Status Bar

Displays information regarding the character.

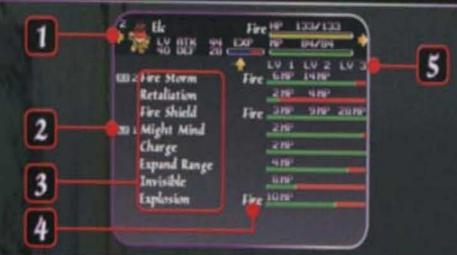
2 Abnormal Status

Displays any abnormal status that is affecting the character. The middle of the screen will display a brief description about the abnormality. The bottom part of the screen will display, in the form of icons, what is affecting the character. To switch between the different icons, use the L1 or R1 buttons.

3 Preview Abnormalities

Press and hold down the * button to preview all of the statuses that can affect a character. Use the L1 or R1 buttons to switch between the other icons. A brief description of these statuses will be listed in the middle of the screen.

Status—Character Abilities Screen (continued)



Character Abilities Screen

1 Character Status Bar

Displays information regarding the character.

2 Memorized Abilities

Displays which abilities have been programmed to the L2 and R2 buttons. An L2 or R2 icon along with the memorized level (1, 2, or 3) will be displayed to the left of the ability's name.

3 Abilities

A list of all of the abilities that the character has learned.

Attribute

Shows which attribute, if any, the ability possesses: Dark, Earth, Fire, Light, Water, or Wind.

5 Level

Displays the level of the abilities. Some of the characters' abilities can have up to three different levels. The number of magic points required to use these abilities will be displayed below the level.

Changing Appearances





The appearance of the Character screen can be changed by pressing either the L1 or R1 button.



Monsters

In order to get monsters to join your party, you must have Lieza's Ravish spell. This will allow her to successfully tame monsters—if her level is the same or higher than the monster's—so that they can join the party.

To tame a monster, simply move Lieza next to the monster during combat. Next, choose Ravish from the Ability menu. Press the * button. Lieza will then try to tame that monster. If she is successful, the Name Entry screen will appear. After choosing a name for the monster, or to leave the name the same, choose *OK*. Press the * button. The monster will be added to the party.

Note: There are some monsters that cannot be tamed.





Naming Monsters

Rename monsters. To rename a monster, press the * button. The Name Entry screen will be displayed.

Next, move the cursor to select a letter or number. Press the button. The letter or number will then be placed in the Name window. Continue selecting letters or numbers until the monster is renamed. Then choose *OK*, and press the button. The monster will be renamed. Note: A monster's name must fit within the brackets. If it doesn't then that name cannot be used.



Releasing Monsters

Remove monsters. During the course of the game, it may be necessary to release some of the monsters that have been tamed. This will allow more powerful monsters to be tamed and added to the Monster window.

To release a monster, press the button. To confirm the decision to release the monster, select *Yes*. Press the wbutton. The monster will be released. To cancel, select *No*. Note: Some monsters cannot be released.

Options



The following settings can be changed.

Vibration

Turns on or off the vibration for the DUALSHOCK® analog controller.

Sound

Determines how the sound is heard. Choose either Stereo or Mono.

Message speed

The speed at which text is displayed. Choose either *Slow*, *Med* (medium), or *Fast*.

Level-up speed

The speed at which the character's stats are displayed when gaining levels. Choose either *Slow*, *Med* (medium), or *Fast*.

Movement

The speed at which the characters move on the screen. Choose either Med (medium), or Fast.

BG music

Select whether or not background music will be played. There are two options: *On* or *Off*.

Sound effects

Turn on or off sound effects. If the option is set to On, then there will be sound effects. If it is set to Off, then there will be no sound effects.

Battle voices

Select whether or not character voices are played during battles. There are two options: On or Off.

Confirm finish



On, a confirmation box will appear when ending the charac-

ter's turn. If it is set to Off, then no confirmation box will be displayed.

Status bar

If this option is set to *On*, the Character's Status bar will be displayed during combat. If it is set to *Off*, the status bar will not be displayed.

Window color

Change the color for text and menu boxes. There are nine different colors to choose from.

Transparency

Change the opacity of the text and menu boxes. If this option is set to *On*, then the boxes will be translucent. If it is set to *Off*, then the boxes will be opaque.





Restart



Reset puzzles. There are some puzzles during the course of the game that have to be completed before the party will be allowed to move forward. If a mistake is made, choose Restart from the Game menu. To confirm the decision to start the puzzle over, select Yes. Press the * button. The puzzle will be reset. To cancel and return to the game, select No.

Note: The Restart option will only be available when there are puzzles to solve.





The Battle menu is similar to the regular Game menu, except the following option will be available: Abilities.

As a character's level increases. new abilities will be learned for use during combat.

To view a character's abilities during combat, press the button. The Battle menu will be displayed. Next, select Abilities from the menu. The character's abilities will be displayed. To jump directly to the Abilities screen, simply press the button.

Abilities

Two of the character's abilities can

be programmed to the L2 or R2 but-

tons. To program an ability to one

of these buttons, first move the cursor

to select the ability. Second, choose

the ability's level by using the left

or right directional buttons. Finally,

press either the L2 or R2 button. The

ability will then be set to that button.

To rearrange a character's abilities in

the Abilities window, press either the

L1 or R1 button to highlight the abil-

ity. Move the cursor to the new posi-

tion. Press the L1 or R1 button. The

ability will then be moved to that

Abilities Window

The character's abilities will be listed on the left, and each ability's level will be listed on the right.

When selecting a character's ability, the ability's range will be displayed in red. To increase the effective range of an ability, move the directional buttons to the right or the left to increase or decrease the ability's level.

Remember: The character can only use the ability on those that are standing in the red area.

Attribute

Shows which attribute, if any, the ability possesses: Dark, Earth, Fire, Light, Water, or Wind.

Magic Points (MP)

Displays the required amount of MP to execute the ability (listed on the left), and the character's current MP (listed on the right). There are three colors that can be displayed in the status bar: light green line (amount of MP the character has left), transparent line (how many magic points the selected magic will use), and a red line (amount of MP the character has already used).

Name

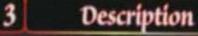
location.

The name of the selected ability.

6 Level

Displays the ability's current level.

A description of the selected ability.









Up to five characters are allowed On the Battle screen, all of the to fight during battles; therefore, before a battle begins, a battle party must be set up. When around the screen, tap down both the Character screen is displayed, the L1 and R1 buttons at the same move the cursor to select a chartime. A cursor will then appear. acter. Press the & button. The Now, use the directional buttons character will then be placed in to move around the screen. To the top window. Continue selecting characters until the battle party is set up. Then press the Start button to begin the battle. To remove a character from the battle party, press the button.



characters and enemies for the battle will be displayed. To scroll move faster, hold down the L1 or R1 button. To return to the character, press the button.

When the cursor is moved to an enemy or character, their stats will be displayed.



When the entire battle party is killed, the battle will start over from the beginning. However, there is a penalty for getting the party killed: they will lose half of their wealth, along with any items used during the battle.

On the brighter side, characters will keep the experience points they received before they were killed. This allows the characters to continue to increase their levels no matter how many times a battle has to be replayed. They'll be buff 'n broke.



Every time a character fights during combat, they will gain levels. As they gain levels, their stats will improve. The changes to the character's stats will be displayed above the character. Here is a brief description of the following abbreviations.

HP

Hit points. Displays the increase to the character's hit points.

MP

Magic points. Displays the increase to the character's magic points.

ATK

Attack. Displays the increase to the character's attack power.

DEF

Defense. Displays the increase to the character's defensive power.

MAG

Magic ability. Displays the increase in the character's magic abilities.

Agility. Displays the increase to the character's agility.

THR

Throw. Displays the increase in the character's ability to throw items.

CAT

Catch. Displays the increase in the character's ability to catch items.

cou

Counter. Displays the increase in the character's ability to counterattack.

IMP

Jump. Displays the increase to the character's jump level.

MOV

Movement (Range). Displays the increase to the character's range.

MAG+LV

The character's magical ability has gained a new level.

(ICON) + LV

An item that the character has equipped has gained a level.

NEW MAG

The character has gained a new magical ability.

SPEC

Special effect.



When visiting a new town or vilsleeps they will recover their HP the game by using the journal.



Bars and pubs are among the best lage, make it a habit to visit the places to dig up information. If local inn. Here it is possible to Elc becomes stuck in his quest, rest (for a small fee), and to save it might be time to visit one of the game. When the character the local pubs. It's always amazing what people will say once and MP. Also, make sure to save they've got a few pints in their



When arriving in a new town, don't forget to search for the following shops: Hunters' Guild, Weapon and Item Shops, Combine Shop, and Smith Shop.

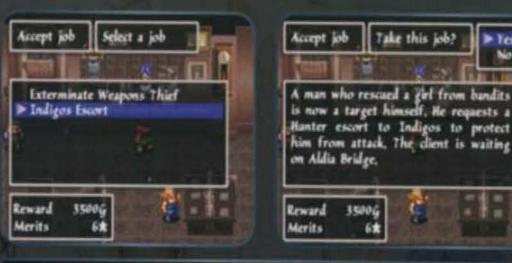
Remember to visit Mother Claire to change a monster's class, sell monsters, or allow the characters to gain special abilities. Also, visit Vilmer's Lab so that Diekbeck's experience points can be given to other party members. These shops are described on the following pages.

Humters Guild



The Hunters' Guild is the perfect place to go to get jobs, view wanted posters, and chat with fellow Hunters. In each guild there will be a clerk that is located behind the counter. Talk with him, and he will display the following five options: Accept job, Present jobs, Former jobs, Get bounty, and Exit.

Note: Options that are written in gray cannot be selected.



Accept job

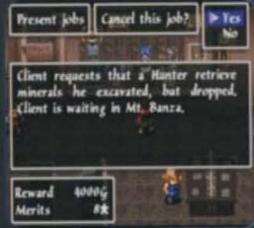
To take on a job, select Accept job from the Guild menu. Press the * button. In the middle of the screen, a job list will be displayed. The box at the bottom of the screen will display the following information: Reward (amount of money the job pays), and Merits (amount of guild points awarded when the job is complete).

After choosing a job, press the * button. A brief description of the job will then be displayed. To accept the job, select Yes. Press the * button. The party will accept the job. To cancel, select No.

If more jobs are available, the clerk will ask if you need another job. To get another job, select Yes. To cancel and return to the menu, select No.

Hunters' Guild (continued)





Present jobs

number of merits that will be by the party or another Hunter. awarded if the job is successfully completed. To keep the job, select Yes. Press the * button. The Guild menu will be displayed. To cancel the job, select No.

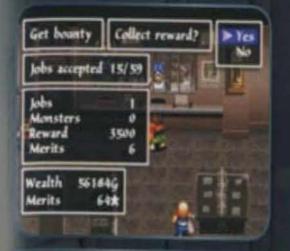
Displays information about a cur- To confirm the decision to cancel rent job. After selecting Present the job, select Yes. Press the * jobs from the menu, the job list button. The job will be removed will be displayed. To view infor- and listed as failed on the Former jobs will be displayed. To read mation about the job, press the jobs screen. To cancel and keep * button. The job's information the job, select No. Press the will then be displayed, along * button. The job will remain with the reward amount and the active until it is finished, either



Former jobs

Displays the job's final outcome. To review a job, select Former jobs from the menu. A list of about a job's outcome, move the cursor to select the job. Next, press the * button to read about the outcome. Press the o or o button to read the original job description. To cancel and return to the menu, press the a button.

Hunters' Guild (continued)



Get bounty

To receive payment for a completed job or for capturing a wanted monster, select Get bounty. Press the * button. In the middle box the following information will be displayed: Jobs (number completed), Monsters (number captured), Reward (money owed to the party), and Merits (guild points that will be awarded). In the bottom box, the party's current Wealth and Merits will be displayed. To collect the reward, select Yes. Press the * button. The reward will be given to the party. To cancel and return to the menu, select No.



Wanted Posters

Also, located in the Guilds are Note: If you encounter a wanted wanted posters. To check out wanted monsters, walk up to the poster wall and press the * button. The wanted posters will be displayed. Move the cursor to select a monster. Press the * button. The poster will display the following information: Name (Monster's name), Class (type of monster), Reward (amount of money offered for its capture), Sighted (its last known location), and Special (its special ability). Press the button to exit.

monster without first reading his wanted poster in the Hunters' Guild, you will NOT get paid for getting that monster. Read all the posters in each new Guild as a matter of habit.





When traveling to the many different villages, be sure to stop by and check out the local shops. These places feature items, weapons, and armor. Make it a habit to upgrade the characters' weapons and armor. The stronger the characters are, the easier it will be to survive the many battles they will have to fight. Also, don't forget the important healing items; they are priceless. There are three available options: Buy, Sell, and Exit.



Shop Screen

1 Wealth

Displays the amount of Goz (money) that the party has collected.

2 Price

Displays the amount of Goz required to purchase the selected item.

3 Item Window

Lists all of the weapons, armor, and items that are for sale.

4 Amount

The number of items to purchase. To change how many of the same type of items to purchase, use the left or right directional buttons. Note: This option is only available when purchasing consumable items.

5 Remain

Displays the amount of spaces remaining in the characters' inventory. Note: This option is only available when purchasing items.

Shop Screen (continued)

6 Character Window

Displays which characters can equip weapons or armor. If the character is highlighted, then the weapon or armor is better than the one they have equipped. If they are not highlighted, it's usually best not to purchase the item. Note: The Character Window is only shown when purchasing weapons or armor.

7 Item Name

Displays the name of the item.

8 Item Description

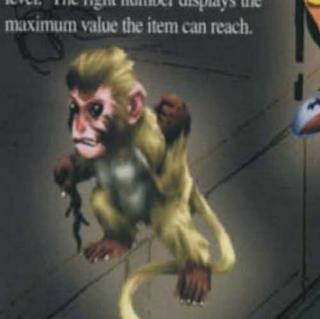
The description on the left shows what effect the item will have when it is thrown or used during combat. The description on the right shows what will happen when it is equipped.

9 Item Level

The left number displays the item's current level. The right number displays the maximum level the item can reach.

10 ATK/DEF

Displays the attack (ATK) or defense (DEF) points the character will gain by equipping the item. The left number displays the item's current level. The right number displays the maximum value the item can reach.





Shop (continued)







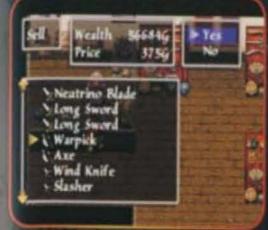
Buy

Purchase goods. After selecting When purchasing a weapon or a If possible, move the cursor to Buy from the menu, the Shop piece of armor, the Equip option choose where to equip the item. screen will be displayed. Move will also be displayed. To go Press the * button to purchase the cursor up or down to view ahead and equip the item, select and equip the item. Press the ... what is available for purchase. If Equip. Press the * button. The button to cancel the purchase. an item is being purchased, use Character window will be disthe left or right directional but- played. After selecting a char- After the item is equipped, it's tons to choose how many to buy. acter, press the * button. The possible to get rid of the charac-Once a decision has been made, character's equip window will be ter's old equipment. To trade the push the * button. To confirm displayed. the purchase, select Yes. Press not be purchased.

the * button. The item will be There are two boxes at the bottom equipment will be sold back to purchased. To cancel, select No. of this screen. The top box dis-Press the s button. The item will plays the new equipment, while the bottom box displays the character's currently equipped item.

character's old equipment, select Yes. Press the * button. The the shopkeeper. To cancel the trade, select No.

Shop (continued)



Sell

Sell goods. To sell weapons, armor, or items, select Sell from the menu. Press the * button. The characters' inventory will be displayed. Next, move the cursor to select an item to sell. Press the button. To confirm the sale. select Yes. The item will be sold. To cancel, select No. The item will not be sold.

Remember, goods will be sold back at half their original purchase price.

Note: Some items cannot be sold.





For a small fee, Item Smiths have the ability to increase the levels for weapons, armor, and items. The Item Smith in Prodias will display three default options: Judge Item. Raise Item Level, and Exit.

The Item Smith in Brakia will display the following four default options: Judge Item, Raise Item Level, Add Item Effect, and Exit.



Judge Item

Describes an item. To view a description of an item, and to judge whether or not to upgrade the weapon, select Judge Item from the menu. The Item window will be displayed. Below the item window will be a brief explanation of the item. Move the cursor to the different items to view their descriptions. To return to the menu, press the a button.



Raise Item Level

Increases the item's level. To raise an item's level, select Raise Item Level from the menu. Press the * button. Next, move the cursor to select an item that is highlighted. Press the * button. To confirm the decision, select The item's level will be increased. To cancel, select No.

Note: The cost to raise the item's level will be displayed below the party's current wealth.



improve their stats.

Item screen will be displayed.



Add Item Effect

Equip an effect to an item. For the Move the cursor to select which right price, the Smith will enable item to upgrade. Press the * button. Next, a list of special attrithe item to have a special attribute (e.g. recovering a characbutes will be displayed. Move ter's HP at the beginning of their the cursor to select which attriturn, or increasing the amount bute will be given to the item. of HP when the character levels Press the * button. To confirm up, etc.). Once an item has a the decision, select Yes. The attrispecial attribute, they can then bute will be given to the item. To be equipped to a character to cancel, select No.

Note: The cost to add an effect to After selecting this option the an item will be displayed below the party's current wealth.

After spending some time-a lot of time—using the Smiths, these options may be added to the menu.

Raise Max Level

Increases the maximum level for the item to greater than its standard setting.

Raise Item Level

Increases the potency of the effects that have been added to an

Personalize

Raises attack or defense of weapons. Also makes it so that only the selected character can equip the item. However, in a cruel twist of fate, anyone can throw it in battle.

Combine Show



The Combine shop has three options: Explain (details the process to combine items). Combine (displays the Judge Item and Combine options), and Exit (exits the menu). The Combine options, Judge Item and Combine, are described to the right.



Judge Item

Describes an item. To view a description of an item, and to judge whether or not to upgrade the weapon, select Judge Item from the menu. The Item window will be displayed. Below the item window is a brief explanation of the item. Move the cursor to the different items to view their description. To return to the menu, press the button.



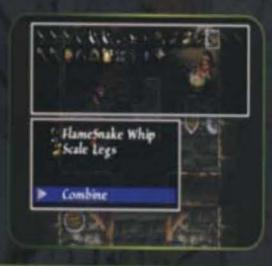
Combine

Combines two or more items to form a new item. A list of special items will be displayed in the Item window. Below the Item window is the Combine window. The Combine window displays the items that are needed to produce the new item.

Note: Items that are in the characters' inventory will be highlighted, missing items will be grayed out.







Combine (continued)

To combine the items, press the If more than one of the same type combined to produce a new item. This item will be placed in the in the combining process. characters' inventory.

x button. The items will then be of item exists, it is possible to choose which item will be used

> To change which item will be If the items are not in the characmove the cursor to select the ing process cannot take place. item. Press the * button. A list of items will be displayed. Move the cursor to select which item to use. Press the * button. This item will then be used.

If all of the items are in the inventory. Press the * button. The cursor will then be moved to the Combine option.

used in the combining process, ters' inventory, then the combin-

a Mother Claire



Mother Claire, who is hiding in Forles, has special powers that will benefit not only party members, but monsters that have been captured. Her menu has the following options: Class Change, Add Ability, Sell Monster, and Exit.



Punch	LVM	Attack	156+ 23
Sword	LÝs	Defense	141+ 0
Spear	LÝM	Magic	70+ 0
		Agility	50+ 0
Magic Gu	and	Throw	3+0
Chance d	ass? 216®	Counter	3+0

Class Change

the cursor to select a monster. the * button. Press the * button. A list of classes will be displayed.

In order to change a monster's class, it must be at a certain level (displayed next to the monster's stats) and there must be enough Nol skill to pay for the transformation.

Changes a monster's class. After If a monster is allowed to change selecting this option, press the its class, the available monsters * button. Next, the Monster will be highlighted. Move the window will be displayed. Move cursor to select a monster. Press







Add Ability

cial abilities. When the party level, they will be able to add special abilities to their Abilities menu. To give a party member a special ability, select Add Ability from the menu. Press the button. Next, the Character window will be displayed. Move the cursor to select a party member. Press the * button.

Give a character or monster spe- A list of abilities will be displayed. Press the * button. The member has reached a certain cursor will move to the Ability window. Now, move the cursor to select an ability. Press the button. The ability will be added.

> From this screen, to remove a special ability from a character. press the o button.

Note: Some characters and monsters are able to equip more than one ability.

Sell Monster

Sell captured monsters for cash. To sell a monster, select Sell Monster, and press the * button. The Monster window will be displayed. Move the cursor to select a monster to sell. Press the x button. To sell the monster, select Yes. Press the * button. The monster will be sold. To cancel, select No. Press the * button. The monster will not be sold.



Give Diek's experience points to party members. Since Diek is a machine and unable to gain levels, use the Divide machine (located at Vilmer's Lab, on Yagos Isle) to give his experience points to others.

If Diek is in the party, then move to the Divide machine. Press the * button. Two options will be displayed: Divide EXP (give experience points to party members) and Exit (exits the menu).





Divide EXP

To give experience points to party members, select Divide EXP from the menu. Press the * button. The Character window will be displayed. Next, use the Press the * button.

The top window displays Diekbeck's experience points, and the bottom window will display the party member's information.

Use the left or right directional buttons to move the red cursor left or right. Use the up or down directional buttons to increase or decrease the amount of expericursor to select a party member. ence points to give. After deciding on a value, press the * button. To confirm the decision, choose Yes. Press the * button. Those experience points will be given to the party member. To cancel, select No.



Divide EXP (continued)

To continue to give experience points to the other party members, select Yes. Press the x button. The Character window will be displayed, allowing other characters to be selected. To cancel, select No.

Note: The L1 or R1 buttons can be used to change characters.



Character Status



During a battle, the character can be in the following statuses: Good, Stone, Paralysis, Poison, Sleep, Darkness, Silent, Confusion, and Hemo-ji. These conditions are described below.

Good



Character status is normal.

Stone



The character will be unable to do anything until they are healed.

Paralysis



The character will be unable to do anything until they are healed.

Poison



The character will be weakened, and will slowly lose HP at the beginning of their turn.

Sleep



The character will be unable to do anything until they are healed or attacked.

Darkness



The character will be in a mental fog and their attack power will be reduced.

Silent



The character has been silenced and will be unable to use any of their abilities.

Confusion

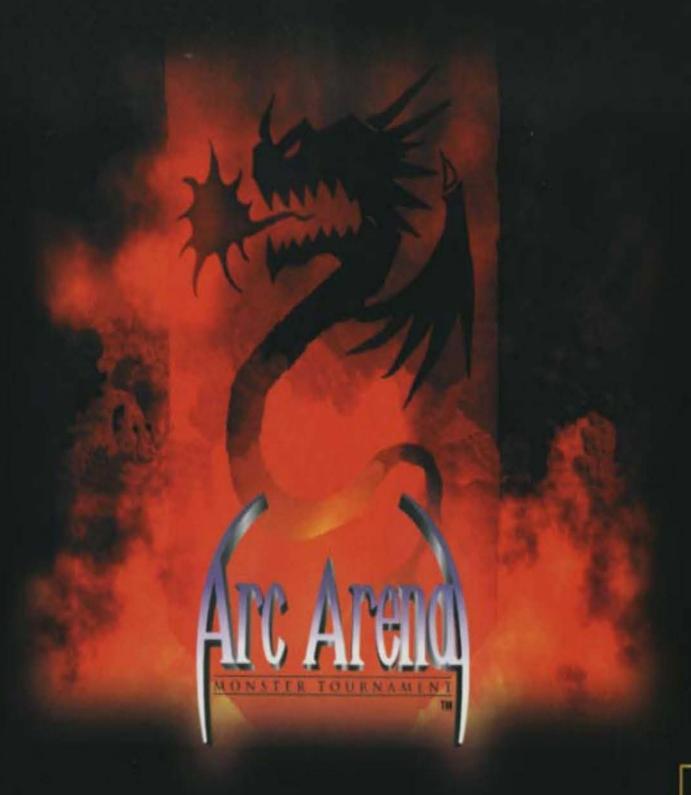


The character will go insane and may attack anyone or anything within range.

Hemo-ji



When a character becomes a Hemo-ji, they will lose their strength and the use of their abilities.



PlayStation® Controller

DUALSHOCK ANALOG CONTROLLER



Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



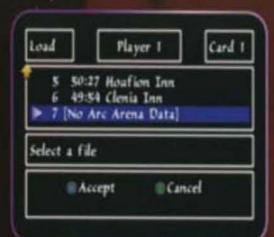


Directional Buttons	★ Moves characters on the screen.		★ Confirms menu commands.
Left Analog Stick	 ★ Moves free cursor on the Battle Screen. ★ Moves cursor on menu items and boxes that 	× Button	 ★ Initiates conversation with townspeople. ★ Attacks enemies on the battlefield.
Right Analog Stick	require a response.		All Colons and the Co
Analog Mode Button	★ Enables the use of the Left and Right Analog Stick, and the L3 and R3 buttons.	L1/R1 Buttons	 ★ Press the L1 and R1 buttons simultaneously to activate the free cursor during combat. ★ When the free cursor is active, use either the L1 or R1 button to speed up the cursor.
SELECT Button	★ Opens the Options screen.	LI/NI DUNUNS	★ When pressing down either the L1 or R1 button, use the directional buttons to change the way a character is facing without moving them during combat.
A	★ Confirms the set up of the Battle party.		UKIII OMENIS CONICUL.
START Button	 ★ Opens the Sort menu on the character and item lists. ★ Changes which character will control the game: Player 1 or Player 2. 	L2/R2 Buttons	* Abilities can be programmed into either the L2 or R2 button.
Button	★ Opens the Garne/Battle menu.		
△ Button	★ Returns to the previous screen during menus. ★ Ends a character's turn during combat.		

* Displays the character's abilities during combat.

Button





monsters to put in the arena). game will begin. If the save data is incompatible, it will say simply "No Arc To exit the Load screen and return Arena Data", even though it to the Title screen, press the may exist.



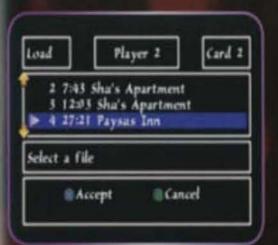
Are Areas will only work with To begin playing the game, In order for two people to play, save data from Arc II. How- choose which game mode to Player 1's memory card should ever, certain save data will not play: One Player or Two Player. be in MEMORY CARD slot work with the monster game Press the * button. The Load 1, and Player 2's memory card (for example, if Lieza is not screen will be displayed. Move should be in MEMORY CARD in the party, you can't control the cursor to select which data to slot 2. monsters, hence, there are no load. Press the * button. The

button.

Please do not remove the memory card during a save or a load.



To begin playing a two player game, choose Two Player from the menu. Press the * button. Now, select which save data Player I will load. Press the * button. Player 1's data will be loaded.



Next, choose which save data Before the game can be played, button. Player 2's save data will then be loaded, and the game will begin.

Pressing the button on Player 2's Load screen will display the following options: Play alone (the game will begin with only Player 1's save data loaded) and Load again (return to Player 2's Load screen).

Please do not remove the memory card during a save or a load.



Player 2 will use. Press the x choose which character each Player 1 will have control of player will be represented by: the main character. Player 2's the boy or the girl. Use the controller will not work until directional buttons to select a they enter a special shop or the character. Once a decision has arena. To change the control been made, press the * button. of the main character, Player 1 The game will then begin.

> Note: If two players are playing, the second player's character will be the one that the first player doesn't choose (Duh!).



During a two player game, or 2 needs to press the START button. Next. select which player will control the character: Player 1 or Player 2. Press the * button. The selected player will then be in control.

Game Menu



To access the Game menu, press the button. There are six options: Items, Equip, Status, Monsters, Options, and Operation. Since Operation is the only option that is specific to Arc Arena, it will be the only one discussed. For information regarding the other options please refer to the Game menu section under Arc II, beginning on page 56.



Operation

To set a combatant's (party member's) operation, first select Operation from the Game menu. Press the * button. When the Character window is displayed, move the cursor to select a party member. Press the * button. Next, move the cursor to select how the character will act (react) during combat. Press the * button. The character's operation will be set, and the screen will return to the Character window.

Manual

This option (available during VS Battle and Tournament) lets the player control the actions of the combatant directly.

Auto

The computer controls all of the combatant's actions.

Offense

The combatant will primarily use offensive attacks and abilities.

Defense

The combatant will use defensive abilities and healing items.

Brute Force

The combatant will only use their normal attacks; special abilities will not be used.

Avoid

Combatants will try to avoid fighting: however, if attacked, they will counterattack.





There are a number of places to visit during the monster game: Iga's Dojo, Trading Bazaar, Shante's Theatre, Chongara's Shop, Mother Claire's Den, Vilmer's Lab, Smith, and Monster Arena.

However, some of the many options that these shops have to offer are already discussed under the Arc II section of this manual. Thus, only specific areas of Arc Arena will be discussed.





Iga's Dojo

Located inside the dojo will be After Iga explains all about the Iga and his students. Iga will ask explain the Arena gameplay (only by choosing this option will the Train me option be accessible).

To bypass Iga's brain-numbing speech, choose I ask nothing.

Arena, he will display the folif you want him to explain about lowing option: Train me. This the Monster Game. Choose option will allow the party to Knowledge, please to have Iga train in the Arena. To begin training, select Train me. Press the * button. Iga will then warp the party to the Arena. From here, up to four combatants can take part in the battle. After the training session, the party will return to Iga's Dojo.

Trading Bazaar



The Trading Bazaar allows weapons, armor, items, and monsters to be traded between Player and Player 2. Before trading can begin, a two player game must be started (go visit Sania in the Monster Arena to load games). There are two rooms inside the Trading Bazaar: Elc's Room (trade weapons, armor, and items), and Lieza's Room (trade monsters). Andel is the receptionist, and may be a little-disillusioned, to say the least.





Elc's Room

Weapons, armor, or items can be given to the other player. Talk to Elc, who is behind the counter, in order to start an exchange. Select Yes to start trading, or No to cancel.

the START button to choose who then they will give items to Player button. 2, or vice versa.

After selecting Yes, the Item screen will be displayed. Next, move the cursor to select which item to trade. Press the * button. To confirm the decision to trade the item, select Yes. Press the * button. The item will be traded. Note: Before talking to Elc, press To cancel the trade, select No.

will trade. If Player 1 is selected Note: To exit the menu, press the

Trading Bazaar (continued)







Lieza's Room

Trade monsters or view the Mon- After selecting Yes, the Monster To view the Monster Book, first ster Book. Talk to Lieza, who screen will be displayed. Next, select No when Lieza asks about is behind the counter, to start move the cursor to select which trading. Lieza will ask whether monster to trade. Press the * or not to start a trading session. button. To confirm the decision Monster Book. Select Yes to Select Yes to start trading, or No to trade this monster, select Yes. view the book or No to exit. to cancel.

Note: Before talking to Lieza, select No. press the START button to choose who will trade. If Player 1 is selected then they will trade monsters to Player 2, or vice versa.

The monster will then be given to

trading monsters. Then she will ask whether or not to view the

that player. To cancel the trade, Note: In order to view the Monster Book, Chongara must have been encountered in Arc II, and Lieza must have used her Search ability on a character or an enemy in the regular Arc II game.

Shante's Theatre



Shante

characters battle voices. Talk to Shante and she'll perform her stage.

To listen to the song, or watch the XA Theatre, talk to Shante, go through the door at the back of the room, and the performance will begin.



Odon

Listen to Shante's song, or the To watch Odon's Impersonation Show, first read the sign next to Odon. Then go and talk to Odon. song from Arc II. Also, in the He will display a list of char-XA Theatre, characters from the acters that he'll imitate. After game will perform skits on the choosing a character, press the * button. Odon will then morph into that character.

> After morphing into the character, Odon will display a list of sound clips. After choosing a sound clip, press the * button to play that sample.

Chongara's Shop



Buy or Sell items. While battling in the Arena, it will be necessary to buy items to keep the characters in good health or to throw at the enemies to cause them damage.

Chongara will sell many of the same items that are found in Arc II: however, there will be a few rare items that can only be found in his shop here in Faust Village.

Mother Claire's Den



Change a monster's class, sell monsters, or allow the characters to add special abilities. After talking to Mother Claire, the menu will be displayed with the following four options: Class Change, Add Ability, Sell Monster, and Exit. These options are discussed on page 84.

Vilmer's Lab / Smith Shop



Vilmer's Lab

Give Diekbeck's experience Raise item levels, equip items, points to party members. Since and combine items. Both the Diekbeck is a machine and is unable to gain levels, use the Divide machine to give his experience points to other party members. If Diekbeck hasn't joined the party, then the Divide machine cannot be used.

To give experience points to others, refer to page 86.



Smith Shop

Smith shop and the Combine shop are located inside the Smith shop. Talk to the person at the counter to display the following four options: Talk to Master Smith, Talk to Novice Smith, Talk to Billy in Combine Shop, and Exit.

Refer to pages 80-83, for more information regarding Smith Shops and Combine Shops.

lonster Arena



The Arena is the place to go to fight battles, get prizes, and to save and load games. Inside the Arena, there will be four characters: Sania, Gogen, Kukuru, and Yagun. The jobs these characters perform will be discussed in this section.



Yagun

Yagun will allow Player 1 to Save and load games. To save enter into the Arena. but not until the player has registered with Kukuru. After talking with Kukuru to set up a battle. To load or save data for Player 1 go and talk to Yagun to gain or Player 2, remember to press access to the Arena.



Sania

or load data, talk to Sania who will display the following three options: Load, Save, and Exit. the START button to select the appropriate player.

Note: The game will automatically save into the same data slot from which it was loaded. This doesn't apply if a memory card is changed.



Gogen

and monsters earned in the Arena. When talking to Gogen, where prizes and monsters can friends at the Trading Bazaar. be claimed.





Kukuru

Talk to Gogen to receive prizes Before starting a battle, remem- 3) There will be three to five ber these rules:

- he'll ask whether or not to go 1) The party must have at least to the Warehouse. To go to the three combatants. Monsters can Warehouse, select Yes. Press be obtained by having Lieza the * button. Gogen will trans- capture them in Arc II, or port the party to the Warehouse by trading monsters with your
 - 2) In order to take part in the battle, three or five different teams must be set up. Each team can have up to four combatants.

- battles in the Arena. The team that wins the most battles will be awarded the victory. Basically, try to win all of them, or get the best two out of three, or three out of five victories in order to win.
- 4) The battles must be finished in the allotted turns in order to claim victory.

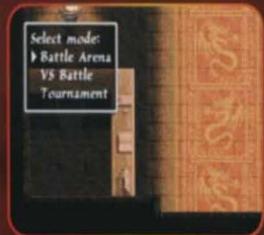
Arena (continued)



Kukuru (continued)

Talk to Kukuru and she will display the following options: Battle Arena, VS Battle, and Tournament. These options will be discussed on the following pages.

ters. The Manual option under *button. the Operation menu cannot be selected. However, during VS Battle and Tournament mode. the player can use Manual mode to control their characters.





Battle Arena

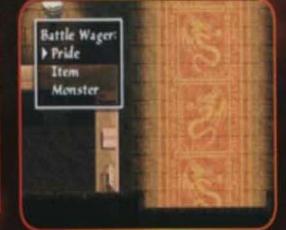
Arena teams, in three skirmishes of four combatants, for the championship. Every time the team wins a battle, they will be awarded two prizes (item and monster), Note: During the Battle Arena and a chance to fight the next mode, the player will not be team. After selecting Battle allowed to control their charac- Arena from the menu, press the

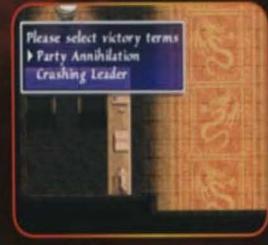
Compete against fifteen different One or more of the fifteen teams will be available, depending on how many have been defeated up to this point.

> Move the cursor to select a team to fight. Press the * button. Next, set up the battle parties. Since there have to be three teams, divide the monsters so that at least one monster will be in each team. After selecting monsters, press the START button.

Arena (continued)







Battle Arena (continued)

Next, continue to finish the configuration for the second and third teams. To confirm the decision to fight, choose Battle. Press the button. Select Cancel to start the battle selection over. After the team is confirmed, go talk to Yagun to enter the Arena.

Once the Arena is displayed, there will be two options: Start battle and Open menu. To begin fighting immediately, choose Start battle. Press the button. The battle will begin. To open the Game menu, choose Open menu. Press the * button. The Game menu will be displayed.

VS Battle

Player 1 and Player 2 compete After selecting Pride, or once for items and monsters. To compete in the Arena against a friend, choose VS Battle from the menu. Next, select what kind of wager to place: Pride (the only thing wagered is bragging rights), Item (both parties must wager an item), or Monster (both players must wager one of their monsters). Press the * button.

If an item or monster has been selected to wager, Player 1 and Player 2 must make a selection.

the wagers have been made, determine how the victory will be awarded: Party Annihilation (the entire party must be destroyed), or Crushing Leader (only the leader needs to be destroyed in order to claim victory). Once a decision has been made, press the * button.

Next, set up the battle teams for both players, then head to Yagun to enter the Arena.

Arena (continued)





Tournament

the same way as the Battle Arena option; however, the player will battle until their entire roster has been wiped out. Also, the number of wins will be recorded.

To compete in the Tournament, select Tournament from the menu. Next, set up the teams by pressing the s button to select the team members and the START button to confirm the party. Choose Battle to begin. Press the * button. To exit, choose Cancel. Press the * button.

Tournament matches are set up Go talk to Yagun to get access to the Battle Arena. Next, decide which Arena to use for fighting. Use the left or right directional buttons to select an arena. Press the * button. The battle will then begin.

> Note: Below the description of each arena, the location where the teams will begin fighting will be displayed. For instance, (Start: teams will start at the left and right side of the arena.



Road to Ultimate Victory

After fighting and defeating the first 15 Monster Teams in the Arena, the number of teams used during the different modes can be altered.

Players can then choose to fight with either three (3) monster teams or five (5) monster teams. Each team will continue to fight until they are eliminated.

Left & Right), means that the Complete all modes to win the ultimate victory!



WStation® Controller

DULALSHOCK ANALOG CONTROLLER



Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.







Moves characters on the screen.

Directional Buttons

* Returns to the previous screen during menus. Button * Ends a character's turn during combat. Button * Displays the character's abilities. # Confirms menu commands. **Button** * Initiates conversation with townspeople. * Attacks enemies on the battlefield. * Press the L1 and R1 buttons simultaneously to activate the free cursor during combat.

L1/R1 Buttons

combat, press the L1 button (to move from the weakest to the strongest) or the R1 button (to move from the strongest to the weakest). When pressing down either the L1 or R1 button, use the directional buttons to change the way a character is facing without moving

* To select different characters/enemies based on their level, when the free cursor is active during

PlayStation® Controller

them during combat.

Cast of Characters

Alec's entire family was wiped out in the Great Disaster. And, had it not been for the kind hand of a heroic Hunter, Alec surely would have perished as well. Rushed away from the fire that would eventually consume his city, he was transported to the Isle of Eteru, where he began a new life in Sasha Village with many other refugees. One of those refugees was a boy named Lutz, who became Alec's best friend and confidant. Alec will tell of his desire to be a Hunter to anyone who will listen. One day, when the village is attacked by bandits, the door to that opportunity opens...

CURE

Recovers hit points for party members.



MIP COST = 12

RESURRECTION

Allows defeated party members to return to battle.



MIP COST = 48

CRYSTAL DUST

Causes icicles to pierce any unsuspecting foe.



MP Cost = 16

FORCE RING

After using this ability, there is a 50% chance that the enemy will be confused.



MOP Cost = 18

IMPULSE BOMB

This ability will generate a powerful shockwave explosion.



MIP Cost = 48

BRAIN BLAST

After injuring the enemy, there is a 50% chance that they will also be paralyzed.



MIP Cost = 20

SILENT

Temporarily prevents an enemy from using their special abilities.



MIP Cost = 16

DIVIDE

Steals HP from an enemy, and distributes it to party members within range.



MP Cost = 5

Cast of Characters



Lutz is a charming, earnest young man who speaks before he thinks more often than not. He would like to think himself quite the ladies' man, but his hyperactive nature and complete ignorance of etiquette invariably cause all women he approaches to run away screaming. However, there is one very significant woman in Lutz's life—his beloved sister. Having survived the Great Disaster that claimed their parents, Lutz and his sister Kuretta have an especially close relationship.

KNIFE RAIN

Showers knives on any enemy too dumb to Lutz will try to steal items from enemies. come in from the rain.



MP Cost = 12

FATAL DAGGER

Reduces the HP of the enemy to 1/10 their normal value. Not effective on all enemies.



MP Cost = 20

SILENT

Temporarily prevents an enemy from using their special abilities.



MP Cost = 16

STEAL



MIP COST = 5

MAGIC SHIELD

Protects the ally from receiving attribute damage.



MP Cost = 16

REFRESH

Allows allies to recover from abnormal statuses.



MP Cost = 8

EXCITEMENT

Increases the attack strength of any ally.



MP Cost = 8



Theo's mother was a legendary Cardist who disappeared mysteriously shortly after he was born. Possessing an earnest manner, and eager to get along with others, Theo is well-liked by all. His dream is to become a Cardist like his mother. Though he won't admit it, he secretly hopes joining Alec in his travels will result in a reunion with her.

CARDISH

Allows Theo to capture the monster's This will boost the allies' defense. essence and store it on a Monster Card



MIP Cost = 1

CROSS JAVELIN

This revolving spear attack causes damage to any enemy that is standing too close.



MP Cost = 16

CARD FIELD



MP Cost = 8

DIVIDE

Steals HP from an enemy, and distributes it to party members near Theo.



MIP Cost = 5

ROB MIND

Allows the enemy's magic points to be transferred to party members within range.



MIP Cost = 1



Cheryl has lived most of her life on the mean streets of Gislem, hustling and fighting her way through a rough life. Fiercely independent and extremely competitive, she is disappointed with anything less than a first place finish in competition. She has extensive knowledge of weapons, and an especially deep understanding of firearms. Her dream is to build the ultimate firearm, using the new field of synthesis pioneered at the Weapon Society. Having lived a hard life, she trusts no one but herself and her gun. Alec's arrival may change that...

NAPALM EDGE

Cheryl will throw a bomb at the enemy making this a very effective distance attack.



MP Cost = 12

REFRESH

Allows allies to recover from abnormal statuses.



MIP Cost = 8

ROB MIND

Allows the enemy's magic points to be transferred to party members within range.



MP Cost = 1

DOUBLE ILLUSION

This dizzying ability shows how nimble Recovers hit points for party members. and fierce Cheryl can be.



MIP Cost = 18

NIGHT RAID

This distance attack will usually cause the victim to suffer from darkness.



MOP Cost = 20

CURE



MP Cost = 12

DARK OUT

Increases Cheryl's agility.



MIP COSE = 8



HEAT SHELL

Turns most enemies into toasty little mor-



AND CORE 116

AIR BLAST

This ripe blast of air will cut through just about anything.



MOP COSE = 16

RESURRECTION

Allows defeated party members to return to the battle.



NOP COST = 48

WATER CRUMBLE

Creates an intense water funnel that will crumble most foes.



MIP Costs 16

LIGHT ARROW

through most enemies.



MP Cost = 20

GIGA PLASMA

This devastating plasma wave is extremely effective against most enemies.



MP Cost = 64

LANDAX

Causes a huge boulder to completely smash any foe's cranium.



NOP Costs 16

DARK EXTREME

This piercing arrow of light will slice Envelops the enemy in darkness just before they're attacked.



MP Cost = 20



Velhart is a master swordsman who lives in a mountain cabin in the land of Palte with his brother. Because of his amazing skill with all manner of blades, Velhart's name is known around the world. However, any kind of inflated ego is refreshingly undetectable. He spends most of his day in training, rarely engaging in conversation with others. Only when the conversation turns to his brother does Velhart demonstrate any emotion at all.

OMEGA BUSTER

The amount of damage this ability causes varies with the enemy's hit points.



MP Cost = 25

MU SO U

The enemy's normal attack will be ineffective for 3, 5, or 7 turns.



MP Cost = 15

OMEGA BREAKER

A fierce vibration will rip through any foe that is too dumb to get out of its path.



MP Cost = 24

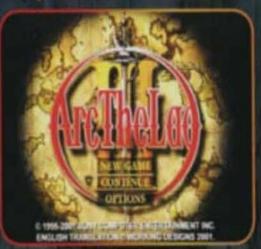
OMEGA BURST

Velhart will attack any enemy that is standing too close to him.



MP Cost = 18

rang the Game



Once the opening animation is completed, the Title screen appears. (To skip the opening animation and proceed to the Title screen immediately, press the START button.) The Title screen will display three available options: New Game, Continue, and Options.

4 T NO	- 10	100		
1	Accept Card 1		Card	
	28.8		90	
Are The				
Are Th	e Lad II	LY	65	38:15
5				

New Game

To start the game from the beginning, select New Game. Press the * button. There will be two options: Start Game and Convert.

Start Game

To start the game from the beginning, select Start Game. Press the * button. The animation will begin. To bypass this animation and jump straight to the game, press the START button.

Convert

Use the Convert option to import Arc II save data into Arc III. Converting save data will unlock special events that are ONLY available when save data is converted.

Note: To convert a save file, the file must be called "Romalia Sky Castle"—the save from the end of Arc II.

To convert the data, select Convert. Press the x button. The Convert screen will be displayed. Next, move the cursor to select a file to convert. Press the x button. The save file will be converted, and the game will start.



Continue

To continue playing a previously saved game, select Continue. Press the x button. The Load screen will be displayed. Only five save files can be displayed on the screen at a time. Move the cursor up or down to display additional save files.

To help differentiate between save An empty memory card can files, each save file will list the save location, Alec's level, and game time. To load the game, move the cursor to select the desired file. Press the * button. The game will be loaded.

Please do not remove the memory card during a save or a load.

	Accept Card 1	Cancel :	
11	Renn Inn	Ly12	7:22
12	Lieza's Room	Lr14	9:37
15.	Lieza's Room	Lv14	10:00
14			
15			
-			

Memory Cards

store up to fifteen individual save files. Dual memory card support allows the game to recognize two different memory cards (one in MEMORY CARD slot 1 and one in MEMORY CARD slot 2), use the L1 or R1 button to switch between memory cards when loading or saving a game.

Starting the Game (continued)

Options

Vibration	On		Of	f.				
Sound			M	mi				
Message speed						14	st	
Level-up speed						Fa		
Movement								
Battle voices			of					
Confirm finish			O					
Window style			4	5	6	-	ne	
Window color								
Transparency		г	Of	_		5		
Load Party			A	to				

Display speed of messages.

The Options screen lists the following game settings: Vibration, Sound, Message speed, Level-up speed, Movement, Battle voices, Confirm finish. Window style, Window color, Transparency, and Load party.

Vibration

Turns on or off the vibration for the DUALSHOCK® analog controller.

Sound

Determines how the sound is heard. Choose either Stereo or Mono.

22 Starting the Game

Message speed

The speed at which text is displayed. Choose either Slow, Normal, or Fast.

Level-up speed

The speed at which the characters' stats are displayed when gaining levels. Choose either Slow, Normal, or Fast.

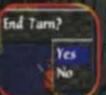
Movement

The speed at which the characters move on the screen. Choose either **Normal**, or **Fast**.

Battle voices

Select whether or not character voices are played during battles. There are two options: *On* or *Off*.

Confirm finish



If this option is set to On, a confirmation box will appear when ending the charac-

ter's turn. If it is set to Off, then no confirmation box will be displayed.

Window style

Change the background image of menu boxes. There are six different backgrounds to choose from.

Window color

Change the color for text and menu boxes. In order for the color in menu boxes to change, the Window style must be set to *none*. There are nine different colors to choose from.

Transparency

Change the opacity of the text and menu boxes. If this option is set to *On*, then the boxes will be translucent. If it is set to *Off*, then the boxes will be opaque.

Load party

Select how the battle party is loaded. If this option is set to *Manual*, a battle party must be selected at the beginning of every battle. If it is set to *Auto*, the last battle party used will be automatically loaded.



And the Lad IIII is divided into three main areas: Events, Maps, and Battles. When leaving towns or other areas, the Map screen will be displayed. Use this screen to select new areas to explore, or to return to previous areas.

On the Map screen, press the button to access the Game menu, or use the SELECT button to access the Option screen.



Once the Map screen is displayed, the current location of the character will be displayed. Move the character to another area by means of the directional buttons. To enter this area, press the * button. To confirm this decision, select Yes. The character will then enter that area. To cancel and stay on the Map screen, select No.

If the name of the location is not displayed, then the party will not be allowed to enter that area.



Later in the game, when Alec gets control of a hovercraft, he will then be allowed to choose which continent to explore. The World Map will display the continents that Alec is allowed to visit. Move the cursor to select which continent to explore. Press the * button. The hovercraft will then travel to that location. After arriving, the Map screen will once again be displayed. From the Map screen, choose which location to explore.

Game Menu



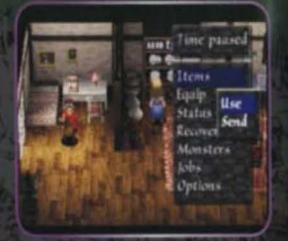
the button. The actual game time will be displayed above the Game menu (the time will be paused when the menu is active).

Note: If the game is left on this screen, the game will go into "screen saver" mode and darken the screen slightly. Pressing any key exits this mode.



To access the Game menu, press The Game menu will display the following options: Items, Equip, Status, Recover, Monsters. Jobs. and Options (see page 122).

> Note: The Monsters option will only be available after Theo has joined the party. Also, the Jobs option will only be available after Alec visits the Hunters' Guild to sign up to be a Hunter.



Items

Item management. All of the characters share a common inventory in which their items will be stored. The Items menu has two options: Use (allows the character to use items, particularly ones that heal) and Send (allows items to be sent to an Inn for safekeeping).

These two options will be discussed on the following pages.



Item Window

The Item window (displayed after selecting Use or Send) displays the following information:

Item Window

The Items are divided into six categories: Items, Weapons, Armor, Accessories, Synthesis items (items created at Weapon or Item Societies). and Scenario items (special items collected during the quest).

Use the left and right directional buttons to select which category to display.

Item Name

Displays the name of the item.

Item Description

Displays a brief description of the

Attribute

Indicates whether an item has any special attributes. Items may have the following attributes: Earth, Fire, Light, Dark, Wind, or Water. Note: Some items will not have attributes.



Items-Use

To use an item, move the cursor to select an item, then press the * button. The Character window will then be displayed. Move the cursor to select which character will use the item. Press the x button. The character will use the item.

Note: Some items can only be used in battle, and others cannot be used at all.

Items (continued)



Send Item Window

The Send Item window displays the following information:

Item Window

Displays the items in the characters' inventory. Use the left and right directional buttons to select which category to display.

Item Name

Displays the name of the item.

Item Description

Displays a brief description of the item.

At Inn

Displays how many of the selected item is stored at the Inn.

Attribute

Indicates whether an item has any special attributes. Items may have the following attributes: Earth, Fire, Light, Dark, Wind, or Water. Note: Some items will not have attributes.

> Note: Some items cannot be sent to an Inn.

How many do you wish to send? Weapons Send Iron Sword Steel Sword 02 items Iron Knife Steel Scalpel Iron Spear At Inst Steel Spear 0 items / Iron Knife A knife made of Itio City iron.

Items-Send

To send an item to an Inn, move the cursor to select an item. Press the * button. The Send window will then be displayed. Next, use the up or down directional buttons to select the quantity. Press the x button. To confirm the decision to send the item(s) to an Inn, select Send. Press the * button. The item(s) will be sent to an Inn for safekeeping. To cancel, select Cancel. The item(s) will not be sent.

lists the items that are already equipped to the character.

Equip





Equip Screen

Equip or remove weapons, armor, or accessories. Each character can equip up to four different items: one weapon, one armor, and two accessories. The Equip screen will display the following information:

Character Window

Displays an image of the character along with the Item that is currently equipped.

Character's Equipment

Equip Window

Lists the items that the character is allowed to equip (if any).

Item Window

Describes the item. This window will display an item's name, and attribute (if any).

Character Stats

Displays the character's current stats (listed at the top) and what the effect will be when the item is equipped to the character (listed at the bottom).

Equip (continued)



Equip Nothing Leather Armor	30	ATK	31
	-17	AGL	21
Steel Armor		MAG	21
Traveler Robe	-18		
Adventurer Vest	-01	667	-44
Chain Vest	1	MOV	

Equip

Press the * button. The Equip screen will be displayed.

Move the cursor up or down to select what piece of equipment that character will equip or change. Press the * button.

After selecting Equip from the Next, move the cursor in the Game menu, the Character screen Item window to select an item will be displayed. Next, move to equip. When highlighting difthe cursor to select a character. ferent items, pay attention to the character's stats. The effect that the item will have will be displayed.

> After choosing an item, press, the * button. The item will be equipped to the character.



Remove

To remove an item that the character is wearing, simply select Equip Nothing. The item will be removed from the character and placed back into the characters' inventory.

Note: The characters will only be allowed to remove their armor and accessories. They will always have a weapon equipped to them.

Status



Displays the character's current condition. After selecting Status from the Game menu, the Character screen will be displayed.

Once the Character screen is displayed, select which character will view their stats. Press the * button. The Character Status screen will be displayed. This will be described on the following pages.



1 Character Status Window

Displays the character's current status. See page 130 for a detailed description.

Wealth

The amount of Goz (money) col-

Merits 3

The amount of experience the party has received from doing jobs for the Hunters' Guild.

Rank

The rank the party has received from the Hunters' Guild.

Abilities

Displays the abilities that the character has learned.

Status—Character Status Screen (continued)

1	Alec Ly 14	0	Fire	7
	HP 159/159 MP 103/103 EXP 6398 NXT 6528	ATK DEF AGL MGV MAG	36 32 24 4 28	8 9 10
6	Steel Spear Steel Armo Soothing R Red Talism	ing	Fire	

Character Status Window

Displays the following information for the character:

1 Character Data

Displays an image of the character, the character's name, and their current level.

2 Attribute

Shows which attribute the character possesses (if any): Dark, Earth, Fire, Light, Water, or Wind. In combat, alternates between attribute and abnormal status (if any).

3 HP

Hit points. Current/maximum number of hit points. When their HP reaches zero, they will be removed from the battlefield.

4 MP

Magic points. Current/maximum number of magic points. When their MP reaches zero, they will be unable to use any of their abilities.

5 EXP

Experience points. Displays the character's current EXP, and the number of experience points needed to raise to the next level (NXT). This is displayed graphically in the experience bar. When the bar becomes full (the blue line reaches the end of the bar). the character gains a level.

6 Equipment

Displays the items that are currently equipped to the character.

7 ATK

Attack. The character's attack power. As their attack power increases, so will the strength of their attacks.

8 DEF

Defense. The character's defensive power. As the character's defense power increases, they will receive less damage from enemy attacks.

AGL

The higher the value, the sooner the character will be allowed to move during combat.

10 MOV

Movement. The distance a character can move during combat. The higher the value, the greater the distance they'll be able to move.

11 MAG

Magic. Character's magic ability. Their magic abilities will increase and become more effective as this value increases.

Recover



Restores characters' hit points. To The character that is casting recover a character's hit points, choose Recover from the Game menu. Press the x button. Next, receiving the spell (shown in the Character window will be displayed. Only characters that have the ability to heal can be selected. Move the cursor to select such a character. Press the x button.



the spell (displayed in the top window) and the party member the bottom window) will be displayed. The character that is casting the spell will have their magic points displayed, and the party member receiving the spell will have their hit points displayed.

Move the cursor to choose which character to heal. Press the * button. The character will then heal that party member.







Theo has the ability to seal a There are two options under There are 117 monsters that monster's essence into a Monster the Monsters option: Send and Theo can Cardish. To view Card by using his special ability Cardish. Once he has sealed away a monster, he can then during combat. Theo will only be allowed to have five (5) cards in his possession at any time.

Theo will not be allowed to seal sealed. Note: Some monsters cannot be sealed into a card.



use these very powerful cards Society, select Send from the Monsters menu. Press the x If the card is shown next to button. Next, the Monster Cards Theo, then he is currently carwill be displayed. After selecting rying that card. If the card is a card to send, press the * button. To confirm the decision to send Society icon, then the card can monsters if he has five (5) cards the card, select Yes. Press the x be retrieved at the local Monin his possession, or if he has button. The card will be sent to ster Society. five (5) of that type of monster the Monster Society. To cancel, select No. Theo will keep the card.

11 ()-?- 11 ()-?- 12 () Fit Sa				
12 Garper	7			
Wiper 1. OSldewi	nler	₽,	ie .	
118-3-				ı

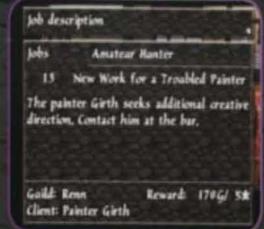
a list of monsters that have been encountered or Cardished. To send a card to the Monster select List from the menu.

displayed next to the Monster

Jobs	Amateur	Hunter	
13 14	New Work for Corelia Pass		
Galle (lient	Renn Painter Girth	Resard	170 <i>Gl</i> 5 x

This option will allow Alec to The job's information will then be Reset puzzles. There are some check the status of a job at any able.

To check the status of a job, select will be displayed. To view key button. information about a job, move the cursor to select a job. Press the * button.



displayed. The following infortime during the quest. Once Alec mation will be displayed at the game that have to be completed is in the process of becoming a bottom of the screen: Guild (the before the party will be allowed member of the Hunters' Guild, Hunters' Guild that issued the to move forward. If a mistake this option will become avail- job), Reward (amount of Goz/ is made, choose Restart. To Merits received if the job is com- confirm the decision to start the pleted successfully), and Client. puzzle over, select Yes. Press the

Jobs from the menu. Press the To exit this screen and return to reset. x button. A list of current jobs the previous screen, press the x



puzzles during the course of the * button. The puzzle will be

To cancel and return to the puzzle, select Cancel.



The Battle menu will display the following options: Abilities, Summon (only available under Theo's Battle menu), Items, Equip. Status, and Options. Since Abilities and Summon are the only new options for the Battle menu, they will be the only ones discussed. The other options here behave in a similar manner to Arc II.





Abilities

As a character's level increases, new magic or skill abilities will be learned for use during combat.

To view a character's abilities during combat, press the button. The Battle menu will be displayed. Next. select Abilities from the menu. The character's abilities will be displayed. To jump directly to the Abilities screen, simply press the button.

Move the cursor up or down to select which ability to use. The ability's effective range will be shown in the blue area.

After deciding on an ability, press the x button. Next, a white grid will be displayed. The center of the grid can be moved within the blue area. The ability will only affect those standing inside the white grid. After moving the grid to the desired location, press the * button to cast the spell.





Summon

Theo is the only one that can To use a card during combat, use the Monster Cards during choose Summon from the Battle magic will affect every monster the cards that Theo has will be on the battlefield. In order to displayed. Move the cursor to use this option. Theo must have a select which card to use. Press Monster Card in his possession.

The Monster Card's menu. Press the button. Next. the subutton. Theo will then use that card.



Battle Screen



Up to four characters are allowed to fight during battles; therefore, before a battle begins, a battle party must be set up. When the Character screen is displayed, move the cursor to select a character. Press the * button. The character will be placed in the top window. Continue selecting characters until the battle party is set up. Once the party has been chosen, select Start. Press the * button. The battle will begin. To remove a character from the battle party, press the * button.



All of the characters and enemies for the battle will be displayed on the Battle screen. To scroll around the screen, tap down both the L1 and the R1 buttons to activate the free cursor. Now, use the directional buttons to move around the screen. To select different characters/enemies based on their levels, press the L1 (to move from the weakest to the strongest) or R1 button (to move from the strongest to the weakest). To return to the character, press the 4 button.



When the entire battle party is killed, the battle will start over from the beginning.

On the brighter side, characters will keep the experience points they received before they were killed. This allows the characters to continue to increase their levels no matter how many times a battle has to be replayed.

The character can exit certain battlefields by ending their turn on the lighted red square.



Every time a character fights during combat, they will gain experience. Experience earned will let the character gain levels. As they gain levels, their stats will improve. The changes to the character's stats will be displayed above the character. Here is a brief description of the abbreviations.

HP

Hit points. Displays the increase to the character's hit points.

MP

Magic points. Displays the increase to the character's magic points.

ATK

Attack. Displays the increase in the character's attack power.

DEF

Defense. Displays the increase in the character's defensive power.

MAG

Magic ability. Increase in the character's skill in using their abilities.

AGI

Agility. Displays the increase in the character's agility.

MOV

Movement (Range). Displays the increase in the character's range.

MAGIC UP

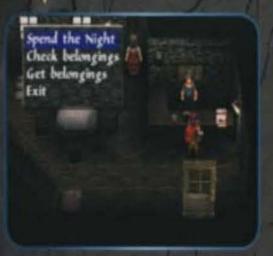
The character's magical ability has gained a new level.

NEW MAGIC

The character has gained a new magical ability.







By talking to the Innkeeper, the following options will be displayed: Spend the night, Check belongings, Get belongings, and Exit.

When the party spends the night, they will be able to recover their HP and MP.

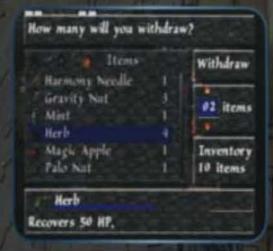
Also, make sure to save the game by using the journals found on the counter, and in various locations in the game.





Check belongings

Items can be left at an Inn for safekeeping. To leave an item, choose Check belongings from the menu. Press the x button. belongings from the Inn menu. The characters' inventory will be Press the x button. After the displayed. Next, select an item list of stored items is displayed, to deposit. Press the x button. select an item to retrieve. Press If there is more than one item, decide how many to leave at the than one item, decide how many Inn. Press the x button. To con- to retrieve. Press the x button. firm the decision, select Deposit. Press the \times button. The item(s) will be stored at the Inn. To cancel, select Cancel.



Get belongings

Items stored at one Inn can be retrieved at any Inn in the game. To retrieve an item, choose Get the x button. If there is more To confirm this decision, select Withdraw. Press the x button. To cancel, select Cancel,



Journal Books

Games can be saved by writing in journal books located in Inns and other various locations. The Journal menu has the following options: Save, Load, and Exit.

Note: To access other save files on the Save or Load screen, move the cursor up or down to display additional save files, or use the L1 and R1 buttons to switch between memory cards.



Save

To save the game, select Save from the menu. Press the x button. The Save screen will be displayed. Next, use the cursor to select a data slot in which to save the game. Press the * button. To confirm the decision to save the game, select Yes. The game will be saved. To cancel, select No.

Note: Don't always save over the same save slot. Make it a habit to rotate the slots you use to save in.



Load

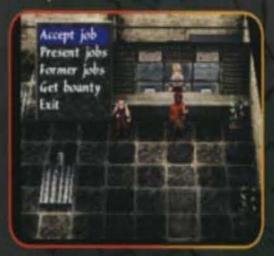
To load a previously saved game, select Load from the menu. Press the x button.

To confirm that any unsaved change will be lost, select Yes. The Load screen will be displayed. To cancel, select No.

From the Load screen, use the cursor to select which save file to load. Press the x button. The game will be loaded.

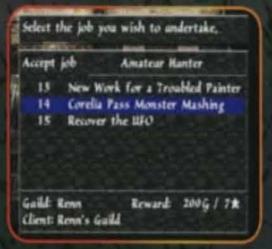


Hannsters Guille



The Hunters' Guild is the perfect place to go to get jobs, view wanted posters, and chat with fellow Hunters. In each Guild there will be a clerk that is located behind the counter. Talk with him, and you will receive the following five options: Accept job, Present jobs, Former jobs, Get bounty, and Exit.

Note: Options that are written in grey cannot be selected.



Will you undertake this job! Corelia Pass Monster Mashing Monsters have returned to Corelia Pass and are once again terrorizing travelers. Exterminate all of the monsters and clear the roadway. Reward: 200G / 7# Guild Renn Client: Renn's Guild

Accept job

To take on a job, select Accept job from the Guild menu. Press the * button. In the middle of the screen, a job list will be displayed. The box at the bottom of the screen will display the following information: Guild (the Hunters' Guild that issued the job), Reward (amount of Goz/ Merits received if the job is completed successfully), and Client.

After choosing a job, press the button. A brief description of the job will then be displayed. To accept the job, select Yes. Press the * button. The party will accept the job. To cancel, select No.





Present jobs

Displays information about a cur- To confirm the decision to cancel rent job. After selecting Present jobs from the menu, the job list button. The job will be removed will be displayed. To view infor- and listed as failed on the Former mation about the job, press the jobs screen. To cancel and keep will then be displayed. To keep * button. The job will remain the job, select Yes. Press the * active until it is finished either by button. The job will remain on the party or another Hunter. the Present jobs screen. To cancel the job, select No. A confirmation screen will be displayed.

the job, select Yes. Press the * * button. The job's information the job, select No. Press the

> Note: There are certain jobs that cannot be canceled.



Hunters' Guild (continued)

ormer jobs	Amateur Huster
3 🛊 Sapple	es for Hanter Jay
	Creatures in the House
5 m Examin	er's Assistant
6 th Chase	the Monster Egg Trank
7 * Fetch	the Ranaway Boy
8 * Renn h	funters' Monster Assault

3 Bazzeatter	Bomber Hy
# Blink Lycs	Cockatrice
5 Dirty Phreal	Zombie.
6 Seedinator	Ghost Tree
7 Moon Climb	Attack Dog
8 Sweet Voice	Alraine

Former Job		Amateur Hunter	
Accepted	12	Job success rates	1004
Sacceeded	12	Monsters bagged	
Failed		Highest reward:	2004
Aborted		Merits earned	1025
1		- 1	

Former jobs

The Former jobs screen is divided into three categories: Guild jobs, Outlaw jobs, and Hunter stats.

After selecting Guild jobs, a list of jobs will be displayed. To read about a job's outcome, move the cursor to select the job. Press the the menu, press the button.

After selecting Outlaw jobs, a list of outlaws will be displayed. If an outlaw's name is in white type, they have already been defeated. Press the * button to read information about the outlaw.

If an outlaw's name is in grey * button. The initial job descrip- type, then they are still at large. of the screen graphically repretion will be displayed. Press the They can usually be found in free sents the Job experience. * button again to read about the battle areas. For help in finding outcome. To cancel and return to these monsters, try reading the wanted posters.

> To cancel and return to the menu. press the a button.

After selecting Hunter stats, the following information will be displayed: Hunter's current title. Jobs accepted, Jobs succeeded, Jobs failed, Jobs aborted, Job success rate, Monsters bagged, Highest reward, and Merits earned. The number of stars at the bottom

Hunters' Guild (continued)





Get bounty

To receive payment for a completed job or capturing an outlaw, select Get bounty. Press the x button. The middle box will display the number of jobs completed and/or the number of monsters bagged. In the bottom box, the party's current Wealth and Merits will be displayed. To collect the reward, select Yes. Press the * button. The reward will be given to the party. To cancel and return to the menu, select No.

Wanted Posters

Also, located in the Guilds are Note: An outlaw will only appear wanted posters. To check out after his poster has been read at wanted monsters, walk up to the local Guild. Therefore, read the poster wall and press the x all the posters in each new Guild button. The wanted posters will as a matter of habit. be displayed. Move the cursor to select a monster. Press the x button. The poster will display the following information: Name (Outlaw's name), Location (its last known location), Reward (amount of money offered for its capture), and Description (information regarding the outlaw). Press the button to exit.





When traveling to the many different villages, be sure to stop by and check out the local shops. These places feature items, weapons, and armor. Make it a habit to upgrade the characters' weapons and armor. The stronger the characters are, the easier it will be to survive the many battles they will have to fight. Also, don't forget the important healing items; they are priceless. There are three available options: Buy, Sell, and Exit.





Shop Screen

Wealth

Displays the amount of money that the party has collected.

Item Window

Displays all of the weapons, armor, and items that are for sale. The cost for the item will be listed on the right.

Character Window

Displays which weapons or armor a character can equip. If the character is displayed, then they will be able to equip the item. Note: The Character Window is only shown when purchasing weapons or armor. When weapons are purchased, their effective range will be displayed. Hint: If an item will increase a character's stats, they will do the happy dance.

Item Name

Displays the name of the item.

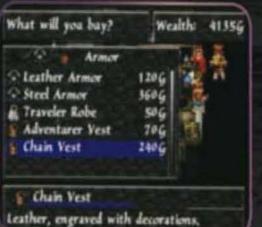
Shop Screen (continued)

Item Description

A brief description of the selected item will be displayed.

Item Attribute

Displays which attribute the item possesses (if any): Dark, Earth, Fire, Light, Water, or Wind.





Shop Screen

Purchase goods. After selecting After selecting an item to pur-Buy from the menu, the Shop chase, press the * button. Next, screen will be displayed. Move choose how many of the slected the cursor up or down to view what is available for purchase. Also, using the left or right directional buttons will switch between the different types of items for sale.

item to purchase. After confirming the quantity, press the * button. To confirm this purchase, select Yes. Press the x button. The item will be purchased. To cancel, select No. Press the x button. The item will not be purchased.

Shop (continued)



Weap	MES	
/ Iron Sword	50 Gx 1	
/ Steel Sword	120 Gx T	
/ Iron Knife	60Gx 2	
/ Steel Scalpel	140 Gx 1	
/ Iron Spear	55Gx 2	
Steel Spear	130Gx 1	
/ Iron Knife	BELLINE WEST	

Weap	Mx	1200	
Iron Sword	50 Gx 1.	-	
Steel Sword	120 Gx 1	02 items	
Iron Knite	60 Gx 2	VA HOM	
Steel Scalpel	140Gx 1	-	
Iron Spear	556x 2	Sell	
Steel Spear	130 Gx 1	Cancel	
/ Iron Knife			

Buy

When purchasing a weapon or a Sell goods. To sell weapons, Move the cursor to select an item ahead and equip the item, select The characters' inventory will be *Equip.* Press the * button. The displayed. Character window will be displayed. At the bottom of the Next to the Item's name will will equip the item. Press the tory. button. The item will be equipped to the character. Press the button to cancel the pur-

chase.

piece of armor, the Equip option armor, or items, select Sell from will also be displayed. To go the menu. Press the * button.

Sell

screen, the changes to the char- be the sale price along with the acters' stats will be displayed. number of that item that the char-Next, choose which character acters already have in their inven-

to sell. Press the * button. To sell more than one of the selected item, press the directional buttons up or down to change the number. Press the x button. To confirm the sale, select Sell. Press the * button. The item will be sold. To cancel, select Cancel. Press the * button. The item will not be sold.

Remember, goods will be sold back at half their original purchase price. Note: Some items cannot be sold.







Item Society

Societies are special types of Guilds dedicated to enriching humanity's knowledge of specific classes of beings and things: Items, Weapons, and Monsters. Most towns contain at least one Society, and one special village, called Society Village, contains them all.

The Item Society is known for its study of Items and their properties. Their primary focus is on creating new items through synthesis. The various aspects of this shop are described on this page.

For a small fee, the person behind the counter is willing to impart information about the synthesis of items. Make sure to take advantage of his information. It will help to avoid wasting items.

After successfully synthesizing an item, or after being told how to synthesize an item, it will appear in the reference book on the counter. When in doubt, consult this book for details on combining items and weapons.

The synthesis area contains the following options: Synthesize, Experiment, and Exit.

Synthesize

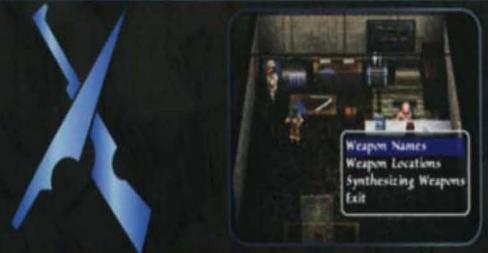
Produce items that have been successfully created before.

Experiment

Use the items that are in the characters' inventory to try to create new items.



Societies (continued)





Weapon Society

The Weapon Society is known The person behind the counter for its study of weapons and is willing to impart information their properties. Their primary focus is on creating new weapons through synthesis. The various sure to take advantage of his aspects of this shop are described on this page.

about the synthesis of weapons for a relatively small fee. Make information. It will help to avoid wasting valuable weapons.

After successfully synthesizing a weapon, or after being told how to synthesize it, the weapon will appear in the reference book located on the counter. When in doubt, consult this book for details about how to combine items and weapons.

The synthesis area contains the following options: Synthesize, Experiment, and Exit.

Synthesize

Produce weapons that have been successfully created before.

Experiment

Use the weapons and items that are in the characters' inventory in the hopes of creating a new weapon. When the creation is successful, the item can then be named.

Societies (continued)





Monster Society

for its study of monsters. The main purpose of the Monster Society is to allow Monster Cards to be stored and retrieved.

Take the time to talk to the individuals in the Monster Society. Many of them will be willing to trade Monster Cards.

The Monster Society is known The person behind the counter Monster Cards can also be stored will offer the following infor- and retrieved at any of the Monmation: Monster Names, Monster Locations, and Cardishing Monsters. Of course, the information does come at a price.

> After encountering a monster on the battlefield, their image and description will be placed in the Monster Book. After selecting a monster's name, press the x button to view all of the known facts about this monster.

ster Societies.

To store or retrieve a Monster Card, talk to the person behind the counter, and simply use the left or right directional buttons to move the card from Theo to the Society or vice-versa.

Remember, Theo is only allowed to carry five (5) cards at any given time.



During a battle the character can be in the following states: Good, Gravity, Paralysis, Poison, Sleep, Silent, Confusion, and Hemo-ji.

Good



Character is normal.

Sleep



The character will be unable to do anything until they are healed or attacked.

Gravity



The character will be unable to move and their agility will be reduced.

Silent



The character has been silenced and will be unable to chant any magic spells.

Paralysis



The character will be unable to do anything until they are

Confusion



The character will go insane and may attack anyone or anything within range.

Poison



The character will be weakened, and will slowly lose HP at the beginning of their turn.

Hemo-il



When a character becomes a Hemo-ji. they will lose their strength and the use of their abilities.

Translation Notes

Okay, let's get the cliché out of the way...this has been, without a doubt, the largest, most difficult project we've ever undertaken. The sheer size of doing four complete games as one release didn't seem especially overwhelming until we were well into Arc II. That's when it really hit us. At the back end, we've realized that these four games had approximately the same amount of text as THREE LUNAR games, which was our previous record-holder for most text in a game. The total size of the text files were about 23 megabytes (that's 184 megabit for you 16-bit era fans!). Especially in Arc III, there are many places where branches take place four or five times within a single scenario, meaning that if you take a specific path, you've missed 75% or more of the text.

The changes we've made to all three games are far, far too extensive to list, but are comprised mostly of interface changes to make all three games, which were developed over a spread of four years, play like they were made one right after another. Things like DUALSHOCK® analog controller support. maximum memory card save slots (7 or 15, depending on the game), alternating two-controller support (a fan request!), a host of additions to the options screen, streamlined inventory management, game time clock, screen saver (darkens the screen if left alone at the menu), new title screens, and on and on and on. The animations for Arc I and II were recut and edited to be slightly more interesting to watch, and at the same time, we upgraded them to 24-bit playback.

We also worked hard to make sure the Omake box lived up to player expectations, designing exclusive character-based analog button covers, as well as including a memory card holder, and the fan-favorite character standees.

All of this has resulted in the largest console anthology being delivered hot and fresh to your PlayStation® for your gaming enjoyment. We hope you enjoy it as much as we did. Let us know what you think when you've finished it, by snail mail or E-mail. We're always working to bring out the best role-playing experiences possible, and never forget that we're nothing

without you!



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Game Support and Customer Service (530) 243-3417

Where to find us Online:

Web Addresses:

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http://www.playstation.com

Usenet (Internet):

rec.games.video.sony



P.O. Box 494340 Redding, CA 96049-4340

